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ARC THE LAD COLLECTION

Arc The Lad™ Collection

We are delighted that you have chosen **Arc The Lad™ Collection** for play on your PlayStation® game console. We hope that you will continue to enjoy this and all of our games for the PlayStation game console. Due in part to the numerous requests we've had for Strategy/RPG games, this game now rests in your hands. Please continue to tell us what **YOU** want, because we are always interested in what **YOU** think of our games and what games **YOU** would like to see released in this country.

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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PlayStation® Game Console

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Arc The Lad™ Collection disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

PlayStation® Controller

DUALSHOCK® ANALOG CONTROLLER

Directional Buttons Left Analog Stick Right Analog Stick	★ Moves characters on the screen. ★ Moves free cursor on the Battle Screen. ★ Moves cursor on menu items and boxes that require a response.
Analog Mode Button	★ Enables the use of the Left and Right Analog Sticks, and the L3 and R3 buttons.
SELECT Button	★ Opens the Options screen during combat.
START Button	★ Opens the Character status screen during combat. ★ From the Character status screen, pressing the Start button will open the Accessories screen.
Button	★ Opens the Item menu. ★ On the Map screen it opens the Save menu.
Button	★ Returns to the previous screen during menus. ★ Ends a character's turn during combat.
Button	★ Opens the Character's Ability ring.
Button	★ Confirms menu commands. ★ Initiates conversation with townspeople. ★ Attacks enemies on the battlefield.
L1/R1 Buttons L2/R2 Buttons	★ Press the L1 and R1 buttons, or the L2 and R2 buttons simultaneously to activate the free cursor during combat. ★ When the free cursor is active, use either the L1, R1, L2, or R2 button to increase the cursor's speed. ★ When pressing down either the L1 or R1 button, use the directional buttons to change the way a character is facing without moving them during combat.

Note: You may have a controller that looks like this, if so please follow the digital instructions outlined above.

Aldia
Salba Desert
Romalia
Forles
Seirya
Grayshinne
Niedel
Alatos
Cleria
Desert
Amigua
Desert
Zaribar
Balbalard
Millmana
Brakia
MAR DE ESTE
Yagos Isle
WEST OCEAN
Arc the Lad
World Map

Arc The Lad
TM

Cast of Characters

Arc

Ten years ago, Arc's father, Yoshua, disappeared during a mysterious and furious storm. Since that day, Arc has been obsessed with learning the fate of his father. He has taken to training in preparation for the day he will leave the comfort of his small country home to become a soldier. With strong attacks, good defense, and powerful abilities, he has become a well-balanced fighter. Now, despite his mother's concerns, Arc is about to embark on a journey to learn the fate of his father.

BURN GROUND

Drowns the enemy in molten hot magma.

LV1 – 4 MP LV2 – 8 MP LV3 – 16 MP

SLOW FOE

Reduces the enemy character's agility (the speed at which they react during combat).

LV1 – 6 MP LV2 – 9 MP LV3 – 14 MP

METEOR SHOWER

An out of control meteorite is about to collide with any monster in its path.

LV1 – 9 MP LV2 – 14 MP LV3 – 21 MP

TOTAL HEALING

Cures the character(s) from most abnormal statuses. Also, restores a portion of their HP.

LV1 – 7 MP LV2 – 10 MP LV3 – 15 MP

GALE FLASH

Transient bursts of light pummel the enemy at phenomenal speed.

LV1 – 12 MP LV2 – 16 MP LV3 – 24 MP

Kukuru

Kukuru is part of the clan sworn to protect the sacred Flame Cion. Bound by tradition, she will be summoned to Palencia Castle in the new year, to wed the Crown Prince. Urged by the mayor, Kukuru journeys to the top of Mount Cion to extinguish the very flame that she has sworn to protect, in the hope that she will escape the bonds of her clan, as well as her obligation to wed the prince.

ANTIDOTE

An effective remedy for anyone that becomes poisoned.

LV1 – 3 MP | LV2 – 5 MP | LV3 – 8 MP

CURE

Recovers HP. The amount of HP that can be recovered will increase as she gains levels.

LV1 – 4 MP | LV2 – 8 MP | LV3 – 12 MP

SILENCER

The enemy will be unable to cast magic—just like taping their mouth shut.

LV1 – 6 MP | LV2 – 9 MP | LV3 – 14 MP

REFRESHMENT

Allows the character(s) to recover from abnormal statuses.

LV1 – 8 MP | LV2 – 12 MP | LV3 – 18 MP

JUDGMENT DAY

This laser-wielding angel unleashes its vengeance upon the battlefield.

LV1 – 9 MP | LV2 – 14 MP | LV3 – 21 MP

RESURRECT

Allows dead party members (except Kukuru, DUH!) to return to the battle.

LV1 – 12 MP | LV2 – 18 MP | LV3 – 27 MP

DIVIDE

Steals HP from all enemies in range, and distributes it to party members near Kukuru.

LV1 – 14 MP | LV2 – 21 MP | LV3 – 32 MP

Poco

Poco is part of the Palencia Military Corps—the marching band part. During battles, one can usually find Poco cowering in the brush to avoid any confrontations with monsters. However, his abilities play an active part in the power and well-being of the other members of the party during combat. Poco is always the first to remind Arc of the importance of nutrition—mainly the fact that he's always hungry, and feels the need to eat at regularly scheduled times.

BATTLE DRUM

Increases the offensive power of those party members that are close to him.

LV1 – 3 MP LV2 – 5 MP LV3 – 8 MP

HEALING HARP

The soothing sounds of the harp allow HP to be recovered.

LV1 – 3 MP LV2 – 5 MP LV3 – 8 MP

SLOW BASS

After a few chords, the enemy's agility will be reduced.

LV1 – 7 MP LV2 – 11 MP LV3 – 17 MP

SPEED OCARINA

After listening to Poco trying to play the ocarina, a character's agility will increase.

LV1 – 4 MP LV2 – 6 MP LV3 – 9 MP

LION DRUM

Poco will shoot a powerful wave motion laser at any enemy that is in front of him.

LV1 – N/A LV2 – 12 MP LV3 – 16 MP

SHIFT FLUTE

Forces everyone to face the same direction as Poco. What a useful spell...NOT!

LV1 – 10 MP LV2 – 14 MP LV3 – 18 MP

ATROPHY HORN

Throws bombs at the enemy that may cause them to experience Darkness.

LV1 – 12 MP LV2 – 16 MP LV3 – 24 MP

CHEER TRUMPET

After receiving this item from the Water Guardian, Poco will attack foes by using spooks.

LV1 – 8 MP LV2 – 12 MP LV3 – 18 MP

Tosh

Tosh is a member of the Elite Guard in the town of Palencia. When the Minister evicted the many citizens of the town, protest erupted throughout Palencia. With orders to kill anyone that wouldn't comply with the Minister's orders, the Elite Guard slaughtered many innocent people. Tosh chose to ignore the Minister's orders, and fought to protect the innocent people of Palencia. However, during the skirmish, Tosh's own father was murdered. Blinded by rage, Tosh tried to protect what was left of his clan, but was captured instead. Now, due to his treasonous acts, Tosh sits in a cell below Palencia Castle waiting to learn his terrible fate.

JUBAKUZEN

This basic, yet very effective, sword attack will leave most enemies paralyzed.

LV1 – 5 MP LV2 – 8 MP LV3 – 12 MP

SHINKUZEN

Allows Tosh to attack an enemy that is two squares in front of him.

LV1 – 16 MP LV2 – 18 MP LV3 – 20 MP

KOEI-ZEN

Tosh quickly pounces on the enemy with the ferocity of a tiger.

LV1 – 20 MP LV2 – 24 MP LV3 – 28 MP

OUKA-RAIBAKU-ZEN

This rapid-fire sword attack, complete with cherry blossoms, is Tosh's strongest skill.

LV1 – 24 MP LV2 – 32 MP LV3 – 40 MP

Gogen

Over 3,000 years ago, Gogen fought as one of the original seven heroes, in an attempt to save the world. The confrontation climaxed at the Ancient Monolith near the small town of Touvil. As the battle dragged on, it became apparent to Gogen that the only way for good to emerge victorious was for him to seal himself and the enemy in the Illusion World. Due to the length of time he has spent away from humanity, Gogen's brain is a little foggy, but he remains a powerful wizard nonetheless.

EXPLOSION

This spell encloses the enemy in an explosion of flames.

LV1 – 10 MP LV2 – 16 MP LV3 – 22 MP

WIND SLASH

Gogen whips up a violent windstorm to unleash on any foe.

LV1 – 16 MP LV2 – 24 MP LV3 – 32 MP

TELEPORT

Moves Gogen, and any ally that is close to him, a few squares from his current location.

LV1 – 10 MP LV2 – 15 MP LV3 – 23 MP

DREAM KNOCK

With a few thumps of his cane, most enemies are off to slumberland.

LV1 – 6 MP LV2 – 10 MP LV3 – 6 MP

HEAT WALL

Fire barrier. Use with Wind Slash or Poco's Lion Drum for added attack power.

LV1 – 15 MP LV2 – 20 MP LV3 – 30 MP

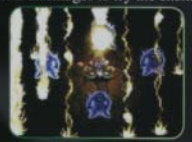
DIAMOND DUST

This destructive snowstorm hurls ice shards at the enemy.

LV1 – 14 MP LV2 – 20 MP LV3 – 26 MP

THUNDERSTORM

This violent storm unleashes a number of electrical discharges to fry the enemy.



LV1 – 18 MP LV2 – 28 MP LV3 – 38 MP

Iga

Sworn to protect the ancient scripture scrolls that belong to Amaidar Temple, the monks practice a rigid training regimen to perfect their mind and body. Iga, who was taught in the ways of the old masters, has trained at the temple all of his life—making him a master of Kenpo. Because of his unwavering loyalty, the monks trust Iga to preserve the old ways, train new students, and to protect their sacred temple from outsiders.

SHINGAN HO

Places a small target on an enemy. This spell is used with Taima Kodan.

LV1 – 2 MP LV2 – 4 MP LV3 – 6 MP

TAIMA KODAN

Sends a laser bomb to any foe that has the Shingan Ho mark.

LV1 – 6 MP LV2 – 9 MP LV3 – 14 MP

SHIPPU GEKISHU

Iga does a devastating foot sweep to enemies that are standing too close to him.

LV1 – 8 MP LV2 – 13 MP LV3 – 18 MP

RYUSEI BAKU

After engulfing enemies in a tornado, Iga teaches them all about gravity.

LV1 – 9 MP LV2 – 14 MP LV3 – 21 MP

KISHINRYU EIHA

Iga throws an energized figure of himself at the enemy.

LV1 – 11 MP LV2 – 30 MP LV3 – 26 MP

MESSHO REPPA

Wipes out any enemy if their level is lower than Iga's.

LV1 – 15 MP LV2 – 20 MP LV3 – 30 MP

Chongara

Chongara is a merchant and a self-titled "adventurer" who scours ancient ruins and searches for long-lost treasures. He has been searching the Forbidden Ruins in Alatos in the hopes of finding a rare item known as the Summon Pot, which is rumored to have the power to summon ethereal Guardian Forces. He knows that Arc is looking for the Light Guardian, and it just so happens that he knows where it resides. However, without the Summon Pot, his lips are sealed.

MOFLY

Besides being a good decoy, Mofly can create floors and walkways.

Ability: Make Floor / LV1 – 6 MP

KELACK

The tiny Kelack can be used to heal HP, and they're pretty ferocious little fighters.

Ability: Heal / LV1 – 12 MP

SEARCH

Makes a record in Chongara's Monster Book.

LV1 – 1 MP LV2 – N/A LV3 – N/A

ODON

He can shape-shift to become just like a friend or foe; however, he can't use their abilities.

Ability: Transfer / LV1 – 12 MP

HEMO-JI

Have the Hemo-ji turn enemies into magic-deficient Hemo-jis.

Ability: Hemo-ji Finger / LV1 – 8 MP

FU-JIN

Given to Chongara by the Water Guardian, use him with Rai-jin for a special attack.

Ability: Storm / LV1 – 30 MP

RAI-JIN

Rai-jin and Fu-jin must have an enemy between them before Storm can be used.

Ability: Storm / LV1 – 30 MP

CHOKO

This mysterious girl is rumored to be an excellent fighter, but can she be found?

???

Starting the Game

To skip the opening animation and proceed to the Title screen, press the START button. The Title screen will display two options: **New Game** and **Continue**. If there is no save data present on the memory card, or to start the game over from the beginning, select ***New Game***. Press the × button. The game will start from the beginning.

Continue

To continue playing a previously saved game, choose ***Continue***, then press the × button. The Load screen will then be displayed. Only three save files can be displayed on the screen at a time. Move the cursor up or down to display additional save files that may be on the Memory Card.

To help differentiate between the save files, each save file will list the following information: character's current level, game time, and location of the save. To load the game, move the cursor to select the desired file. Press the × button. The game will then be loaded.

Please do not remove the memory card during a save or a load.

Memory Cards

In ***Arc I***, an empty memory card can store up to fifteen individual save files. Dual memory card support allows the game to recognize two different memory cards (one in MEMORY CARD slot 1 and one in MEMORY CARD slot 2). The L1 and R1 buttons switch between installed Memory Cards when loading or saving a game.

Also, due to the fact that ***Arc Collection*** uses numbered save file names, we do not recommend that you copy individual saves with the Playstation Memory Manager, but rather load the save you want to copy, change the card, and save the game.

Map Screen

Arc the Lad™ is divided into three main areas: Events, Maps, and Battles. In between the many story events that occur during the game, the Map screen will be displayed. This screen can be used to select new areas to explore, return to previous locations, and to save the game.

Once the Map screen is displayed, press the directional buttons to display Arc's current location—which can easily be located by the flashing color. The name of the currently selected location will also be displayed on the map. Use the directional buttons to select which location to visit. Once a decision has been made, press the ✕ button. Sometimes a reminder to save the game will be displayed; otherwise, Arc will travel to that area.

Later in the game, when Arc gets control of the King's airship, he can then choose which continent to explore. The World Map will display the continents that Arc is allowed to visit. Move the cursor to select which continent to explore. Press the ✕ button. The airship will then travel to that location. After arriving, Arc and his companions will once again go to the Map screen. From the Map screen, choose which location to explore.

Save Screen

The Save screen can only be accessed via the Map screen. There are two ways to access the Save screen: If the Confirm Save option is set to ***On*** at the Options screen, a reminder to save the game will be displayed upon exiting the Map screen; or, by simply pressing the ■ button on the Map screen.

It is generally a good idea to save before exiting the Map screen when exploring new areas.

Once the Save screen is displayed, use the cursor to select a data slot in which to save the game. To access other save files, move the cursor up or down to display additional save files, or use the L1 or R1 buttons to switch between Memory Cards.

Note: Always saving over the same save location can be unwise. Make it a habit to save in other save slots. This will make it easier to go back to a previously saved location in the game.

To save the game, simply press the ✕ button. The game will automatically be saved.

CAUTION: Before pressing the ✕ button to save the game, make sure that it is okay to save in that location. Once the ✕ button is pressed to save the game, the game will be immediately saved in that data file—there will be no confirmation window (i.e. a yes or no option).

Character Status Screen

The Character Status screen can be accessed from the Battle screen by pressing the START button. This Status screen will display important information regarding a character.

1 Character

A picture of the character will be displayed above their name.

2 Accessories

Displays what accessories the character has equipped. Each character can equip a maximum of four accessories. To view what accessories are equipped, press the START button to bring up the Accessories screen. Next, use the cursor to highlight an accessory. To view the item's description, press the ▫ button.

3 Level

Character's current level. As the character gains experience points, their level will increase.

4 Range

The distance a character can move during combat. The higher the value, the greater the distance they can move during their turn.

5 Hit Points

The character's current and maximum number of hit points (Current HP/Max HP). When a character's HP reaches zero (0), the character will be removed from the Battle screen. *Pay close attention to HP! The key to winning is to keep ALL of the characters alive during the many battles.*

6 Magic Points

The character's current/maximum number of magic points (MP). When their MP becomes zero (0), the character will be unable to use their special abilities.

7 Attack

The strength of a character's attack. As their attack power increases, so will the strength of their attacks. If an accessory increases the level of attack, one or more small dots will appear next to the number.

8 Magic

The character's ability to use magic. Their magic abilities will become more effective as this value increases. If an equipped item increases their magic ability, one or more small dots will appear next to the number.

9 Defense

The character's ability to defend against enemy attacks. As their defensive ability increases, they will receive less damage when attacked. If an equipped item increases their defensive ability, one or more small dots will appear next to the number.

10 Agility

Character's reaction speed. As the character's agility increases, they will react faster during combat and be able to move sooner. If an equipped item increases their agility, one or more small dots will appear next to the number.

11 Experience Points

The number on the left displays the current experience points, and the number on the right displays the number of points needed to raise to the next level. The more levels gained, the stronger they will become during combat.

The character will receive experience points when they attack, counterattack, defend, or use magic.

12 Jump Level

The character's ability to jump over obstacles. As this value increases, the character will gain the ability to jump over obstacles on the Battle screen.

13 Throw Level

Character's ability to throw items. As their ability increases, they will be able to cause more damage when items are thrown at enemies.

14 Counterattack Level

Character's ability to counter an enemy's attack. As the character's counterattack ability increases, they will gain side and rear counterattack abilities.

15 Catch Level

The character's ability to catch items. As this ability increases, the character will then be able to catch items that are thrown at them. The character may keep the item, or they might throw it back at the enemy.

Accessories Screen

When exiting the Map screen, and before the Battle screen is loaded, it is possible to adjust the characters' equipment. To adjust the characters' equipment, select ***Yes***. Press the × button. The Accessories screen will be displayed. To cancel and proceed directly to the Battle screen, select ***No***. The battle will begin.

During a battle, the Accessories screen can be accessed by pressing the START button twice.

When the START button is pressed once, not only will the Character Status screen be displayed, but also their abilities.

The character's abilities can be arranged on this screen. To rearrange one of the character's abilities, move the cursor to select which ability to relocate. Press the × button. Next, move the cursor to the desired location on the Ability Ring. Press the × button. The ability will be moved to that location.

When the Accessories screen is displayed, accessories can be equipped or unequipped. To equip or unequip an item, select the accessory slot, then press the × button. Once the cursor is located on the Accessories screen, move the cursor to select which accessory will be equipped. Press the × button. The item will be equipped. If you are replacing an existing item, that item will be unequipped first.

Before equipping, hold down the □ button to view a brief description of the accessory.

To unequip an accessory from the character's inventory, move the cursor to select the accessory. Press the × button. When the cursor is on the Accessories screen, move the cursor to an empty area, and press the × button. The accessory will be removed.

Once the equipment has been set up as you please, press the △ button. To confirm the decision to leave the Accessories screen, select ***Yes***, then press the × button. The Battle screen will then be loaded. To cancel and return to the Character's Accessories window, select ***No***, then press the × button.

When the Character Status screen is displayed, use the L1, L2, R1, and R2 buttons to switch between characters. Only the status of the other characters can be viewed; they will not be allowed to enter the Accessories screen.

Remember: Only the Character Status screen can be viewed when it is not a displayed character's turn.

Battle Screen

On the Battle screen, all of the characters and enemies will be displayed. To scroll around the screen, hold down both the L1 and R1 buttons to display the free cursor. Now, use the directional buttons to move around the screen. To move faster, hold down the L1 or R1 button.

Move the cursor to an enemy to view its name. When it's moved to a character, their name and stats can be displayed.

When moving the characters around the screen, it is possible to view their current/maximum HP and MP. A few seconds after the character has been selected, their HP and MP will be displayed.

Once a character's HP reaches zero (0), they will be removed from the Battle screen. Also, when their MP reaches zero (0), they will be unable to cast spells. *Remember to pay close attention to these stats!*

At the end of each battle, the Result screen will be displayed. All of the characters in the party are shown here with two icons next to each.

Number of kills.

Experience gained.

All of the items collected during battle will be displayed at the bottom of the screen.

Item Screen

Access the Item screen during combat by pressing the ▫ button. Items can be used to recover a character's HP/MP, return them to normal status, raise their abilities, cause damage to the enemy, or diminish an enemy's abilities.

When an item is highlighted, its name and quantity will be displayed in a text box. Hold down the ▫ button to view a brief description of the item.

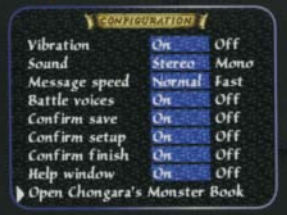
To use an item on a character, move the cursor to select an item. Press the × button. The cursor will then be placed on the character. To have the character use the item on themselves, simply press the × button. The character will then use that item.

To use an item to benefit another party member, move the cursor to the desired character. Press the × button. The character will throw the item to the party member.

To use an item on an enemy, move the cursor to select an item. Press the × button. Now, move the cursor to select the enemy. Press the × button. The character will throw the item at the enemy.

Be careful when selecting items, as some will harm or even kill party members. That's why it's always important to read the description of the item before using it. *Remember, safety first.*

Options Screen



During the Battle screen, press the SELECT button to access the Options screen. To change any of these options, use the directional buttons to select a setting. There are nine different options described on this page: **Vibration**, **Sound**, **Message speed**, **Battle voices**, **Confirm save**, **Confirm setup**, **Confirm finish**, **Help window**, and **Open Chongara's Monster Book**.

Vibration

Turns on or off the vibration for the DUALSHOCK® analog controller.

Sound

Determines how the audio is set up. Choose either ***Stereo*** or ***Mono***.

Message speed

The speed at which text is displayed. Choose ***Normal*** or ***Fast***.

Battle voices

Turn on or off battle voices.

Confirm save

If this option is set to ***On*** then a confirmation box to save the game will be displayed before going into combat. The player will then be able to save the game before leaving the Map screen. Choose ***Yes*** to enter the Save screen, or choose ***No*** to exit the Map screen and enter into combat.

If this option is set to ***Off***, there will be no option to save the game upon exiting the Map screen.

Confirm setup

If this option is set to ***On***, the player will be prompted to set up equipment for the characters before engaging in combat.

If the option is set to ***Off***, then the equipment setup box will not be displayed before battles.

Confirm finish

If this option is set to ***On***, then a confirmation box will appear before ending each character's turn in battle.

If it is set to ***Off***, then the confirmation box to end the character's turn will not be displayed.

Help window

Turn on or off the help window during the different menu screens.

Open Chongara's Monster Book

Once Chongara joins the party, this option will be displayed. Chongara starts the game with a spell called Search. When Chongara uses this spell on a character or enemy, he discovers information about them. Once Chongara casts this spell, keep pressing the × button until all of the information has been transcribed into his book.

To view the information, select ***Open Chongara's Monster Book*** on the Configuration screen. Press the × button.

Next, use the up and down directional buttons to scroll through the monsters that have been searched. The selected monster (written in orange letters) will display the following information: their original stats, the items they may carry, abilities, losses (number of times this type of monster has been destroyed), and wins (number of times the monster has defeated one of the party members). To exit Chongara's Monster Book and return to the Configuration screen, press the ● button.

Character Status

During a battle, a character can be in the following statuses: Good, Stone, Paralysis, Poison, Sleep, Darkness, Silent, and Hemo-ji.

A character can be cured from these various statuses by using different items. For example, use Cure-All to heal a character from the following statuses: Paralysis, Poison, Sleep, Darkness, and Hemo-ji. Check an item's description to see what status it will cure.

Good

Character status is normal.

Stone

Turned to stone. The character will be unable to do anything until they are healed.

Paralysis

Cannot move. The character will be unable to do anything until they are healed.

Poison

In this weakened state, the character will slowly lose HP.

Sleep

Napping. The character will be unable to do anything until they are awakened.

Darkness

In a mental fog. The character's attack power will be reduced.

Silent

The character has been silenced and will be unable to use any of their abilities.

Hemo-ji

When a character becomes a Hemo-ji, they will lose both strength and the use of their abilities.

PlayStation® Controller

DUALSHOCK® ANALOG CONTROLLER

L2 Button
L1 Button
SELECT Button
Directional Buttons
Left Analog Stick/ L3 Button
Analog Mode Button

R2 Button
R1 Button
□ Button
△ Button
○ Button
× Button
Right Analog Stick/R3 Button
START Button

Note: You may have a controller that looks like this, if so please follow the digital instructions outlined above.

Directional Buttons Left Analog Stick Right Analog Stick	★ Moves characters on the screen. ★ Moves free cursor on the Battle Screen. ★ Moves cursor on menu items and boxes that require a response.
Analog Mode Button	★ Enables the use of the Left and Right Analog Sticks, and the L3 and R3 buttons.
SELECT Button	★ Opens the Options screen.
START Button	★ Pauses the game. ★ Confirms the set up of the Battle party. ★ Opens the Sort menu on the character and item lists.
□ Button	★ Opens the Game/Battle menu.
△ Button	★ Returns to the previous screen during menus. ★ Ends a character's turn during combat.
○ Button	★ Displays the character's abilities during combat.
× Button	★ Confirms menu commands. ★ Initiates conversation with townspeople. ★ Attacks enemies on the battlefield.
L1/R1 Buttons	★ Press the L1 and R1 buttons simultaneously to activate the free cursor during combat. ★ When the free cursor is active, use either the L1 or R1 button to speed up the cursor. ★ When pressing down either the L1 or R1 button, use the directional buttons to change the way a character is facing without moving them during combat.
L2/R2 Buttons	★ Abilities can be programmed into either the L2 or R2 button. ★ Use either the L2 or R2 button to switch between characters in towns.

Cast of Characters

Elc

Elc is the last of the Pyrenians, an ancient tribe that had the ability to summon and manipulate flame. While Arc was still a child in Touvil, a small child named Elc watched as the Silver Noah launched a vicious assault that destroyed his entire village. During the raid, Elc was captured and sent to a place code-named White House for further studies. A Hunter known as Shu rescued Elc in the forest near White House, and took him in. While under Shu's care, Elc was taught many battle and survival techniques. Even now, Elc is still haunted by nightmares of his time at White House. As this chapter begins, he is about to take an assignment that will force him to confront all that he's struggled to forget.

FIRE STORM

Turns the enemy into a crispy critter.

LV1 – 6 MP LV2 – 14 MP LV3 – 30 MP

FIRE SHIELD

Protects all party members within range from fire.

LV1 – 3 MP LV2 – 9 MP LV3 – 25 MP

CHARGE

Increases Elc's attack power.

LV1 – 2 MP LV2 – N/A LV3 – N/A

RETALIATION

Increases counterattack for any party member that is within range.

LV1 – 2 MP LV2 – 4 MP LV3 – 8 MP

MIGHT MIND

Increases effectiveness of a character's abilities.

LV1 – 2 MP LV2 – 4 MP LV3 – 8 MP

EXPAND RANGE

Increases the range for any party member within range.

LV1 – 4 MP LV2 – 8 MP LV3 – 16 MP

INVINCIBLE

In this state, Elc will not receive damage from the enemy.

LV1 – 8 MP LV2 – 24 MP LV3 – 72 MP

EXPLOSION

Creates a fiery explosion that causes damage to the enemy.

LV1 – 10 MP LV2 – 20 MP LV3 – 40 MP

Lieza

Born into a tribe of Beasttalkers that can communicate with monsters, Lieza has spent most of her life on an isolated plateau, away from other humans, and raised by her grandfather, Joseph. Her grandfather was painfully aware of the gift that his granddaughter possessed, and of the scorn it might bring if exposed to the outside world. Instilling his own fears into her, he's taught Lieza that people kill what they fear and don't understand. Unfortunately, in the case of Romalia, that's true, but only after they've harnessed her power for use in their mysterious Chimera program.

SEARCH

Searches enemies and records the findings in Chongara's Monster Book.

LV1 - 0 MP LV2 - 1 MP LV3 - 2 MP

POWER LOSS

Decreases the enemy's attack power.

LV1 - 3 MP LV2 - 6 MP LV3 - 12 MP

CURE

Heals the HP of any party member within range.

LV1 - 7 MP LV2 - 14 MP LV3 - 28 MP

GRAND SHIELD

Provides earthquake protection to any party member within range.

LV1 - 5 MP LV2 - 9 MP LV3 - 28 MP

WEAKNESS

This light ring weakens the enemy.

LV1 - 6 MP LV2 - 12 MP LV3 - 24 MP

EARTHQUAKE

Causes a rock pillar to smash into an unsuspecting monster.

LV1 - 10 MP LV2 - 20 MP LV3 - 40 MP

SPINSTER

Spinning like a hurricane, Lieza can level surrounding enemies.

LV1 - 8 MP LV2 - 16 MP LV3 - 32 MP

RAVISH

Captures monsters. These monsters can then be used in combat.

LV1 - 16 MP LV2 - 31 MP LV3 - 96 MP

Clad in the traditional black bodysuit of the ninja, Shu keeps his true identity a mystery, but that hasn't stopped people from constantly guessing as to his origins. One popular rumor tells of his birth in the city of Seirya and his apprenticeship in a secret corps of assassins, but Shu himself has never confirmed or denied this tale. Shu's stern personality keeps most potential allies at a distance, but his taciturn manner conceals a warm heart.

STEAL

Shu will try to steal any items that the enemy might be carrying.

LV1 – 4 MP | LV2 – 8 MP | LV3 – 16 MP

SPEED UP

Increases the agility of any party member within range.

LV1 – 2 MP | LV2 – 4 MP | LV3 – 8 MP

RANDOM ATTACK

Creates an all-weapon multi-attack on any enemy standing too close to Shu.

LV1 – 8 MP | LV2 – 16 MP | LV3 – 32 MP

PLASMA SHOCK

Causes the enemy to temporarily experience a decrease in their defensive power.

LV1 – 4 MP | LV2 – 8 MP | LV3 – 16 MP

SCAPEGOAT

Shu will receive damage meant for another party member.

LV1 – 2 MP | LV2 – 4 MP | LV3 – 8 MP

WIND SLASH

Creates a destructive wind attack that will level the enemy.

LV1 – 8 MP | LV2 – 16 MP | LV3 – 32 MP

WIND SHIELD

Protects the party from storm attacks.

LV1 – 5 MP | LV2 – 9 MP | LV3 – 28 MP

TIME BOMB

Watch out! When this bomb explodes anyone standing too close will receive damage.

LV1 – 8 MP | LV2 – 16 MP | LV3 – 32 MP

Shante

Abandoned as a child, Shante essentially raised herself and her brother. They spent many years wandering the country of Aldia before settling down in the city of Indigos. Shante frequently performs in the bars and pubs of Aldia, but prefers to stay near Indigos. She works hard to provide her brother with the life she feels will never be hers to live. After a lifetime of overcoming hardships, Shante has developed a fighting spirit that will serve her well.

CURE

Restores hit points to party members.

LV1 – 7 MP LV2 – 14 MP LV3 – 28 MP

SILENT

Renders the enemy mute. In this state, they will not be able to use their abilities.

LV1 – 4 MP LV2 – 8 MP LV3 – 16 MP

ICE SHIELD

Lowers the damage received when the enemy uses water magic.

LV1 – 3 MP LV2 – 9 MP LV3 – 23 MP

REFRESH

Returns characters to their normal state.

LV1 – 4 MP LV2 – 8 MP LV3 – 16 MP

DISPEL

Puts enemy souls to rest.

LV1 – 8 MP LV2 – 24 MP LV3 – 72 MP

DIVIDE

Steals HP from all enemies in range, and distributes it to party members near Shante.

LV1 – 12 MP LV2 – 24 MP LV3 – 48 MP

DIAMOND DUST

Hammers the enemy with destructive ice shards.

LV1 – 8 MP LV2 – 16 MP LV3 – 32 MP

RESURRECTION

Allows defeated party members to return to battle.

LV1 – 16 MP LV2 – 31 MP LV3 – 96 MP

Gruga

Gruga was 23 years old when he assumed leadership of Brakia, a colony of Niedel. Brakia declared a war of independence against Niedel, and as the battle raged on for years, Gruga became increasingly depressed at the mounting casualties on both sides of the conflict. The depression eventually drove Gruga to abandon his position. He now lives with his adopted daughter Elena, whose parents were killed in the war.

GRUGA CHARGE

He will cause more damage to the enemy when he uses his normal attack.

LV1 – 2 MP LV2 – N/A LV3 – N/A

GRUGA TACKLE

If there is a space around the enemy, Gruga will tackle them into the next square.

LV1 – 10 MP LV2 – 20 MP LV3 – 40 MP

CONFUSION

This storm will put any enemy into a state of confusion.

LV1 – 8 MP LV2 – 16 MP LV3 – 32 MP

ROLLING SABOT

This centrifugal-force kick will damage any enemy standing too close to Gruga.

LV1 – 8 MP LV2 – 16 MP LV3 – 32 MP

DISTRACT RANGE

Decreases the range of the enemy.

LV1 – 4 MP LV2 – 8 MP LV3 – 16 MP

EXTRACT

Causes an explosion that will damage any enemy within range.

LV1 – 8 MP LV2 – 16 MP LV3 – 32 MP

GRUGA SPECIAL

After chucking an enemy into the air, Gruga patiently waits for them to land.

LV1 – 12 MP LV2 – 24 MP LV3 – 48 MP

SUPER NOVA

This brilliant flash of light damages all enemies within range.

LV1 – 10 MP LV2 – 20 MP LV3 – 40 MP

Diekbeck

Diekbeck is a mechanical life form that was created in the Ancient Age, and sealed deep within the mysterious ruins on Yagos Isle. Who built this machine and for what purpose is still unknown. Legend has it that the Power Units used to run Diekbeck were scattered throughout the world. Dr. Vilmer is obsessed with finding Diekbeck to make him operational once more.

CHARGE

This ability is found in Power Unit 00. Raises Diek's attack ability.

LV1 – 3 MP LV2 – N/A LV3 – N/A

DIAMOND DUST

This ability is found in Power Unit 02. Hits the enemy with an ice crystal attack.

LV1 – 8 MP LV2 – 16 MP LV3 – N/A

FIRE BREATH

This ability is found in Power Unit 03. Diek will blast the enemy with his fiery breath.

LV1 – 8 MP LV2 – 16 MP LV3 – N/A

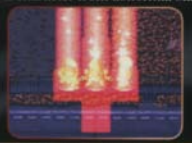
GRAND SHIELD

This ability is found in Power Unit 01. Provides earthquake protection.

LV1 – 3 MP LV2 – 9 MP LV3 – N/A

REFRESH

This ability is found in Power Unit 02. Heals a character from abnormal statuses.



LV1 – 4 MP LV2 – 8 MP LV3 – N/A

MUD STORM

This ability is found in Power Unit 01. Hurls rocks at unsuspecting foes.

LV1 – 8 MP LV2 – 16 MP LV3 – N/A

FIRE SHIELD

This ability is found in Power Unit 03. Provides fire protection for anyone within range.

LV1 – 3 MP LV2 – 9 MP LV3 – N/A

Sania

When the King and Queen of Millmana met their untimely ends at the hands of monsters, their only daughter, Sania, was able to escape to the neighboring country of Greyshinne. Scarred by the memory of that attack, she has vowed to avenge the death of her parents. Until that day of reckoning arrives, she spends her free time honing her mental abilities and training in the art of war.

SHUFFLE SHOT

This cursed card attack causes damage to any enemy that is in range.

LV1 – 10 MP LV2 – 20 MP LV3 – 40 MP

X-CRYTE

Transfers the damage that Sania receives to the enemy that is affected by this ability.

LV1 – 8 MP LV2 – 16 MP LV3 – 32 MP

RANDOM DICE

The target's fate is decided by one roll of the dice.

LV1 – 10 MP LV2 – 20 MP LV3 – 40 MP

DARK SHIELD

Offers protection from Dark-attribute abilities.

LV1 – 2 MP LV2 – 9 MP LV3 – 25 MP

TRANS ENEMY

Teleports an enemy to a new location on the battlefield.

LV1 – 6 MP LV2 – 12 MP LV3 – 24 MP

TRANSFER

Transfers Sania's turn to another party member.

LV1 – 0 MP LV2 – 1 MP LV3 – 2 MP

DARK DESTRUCTOR

Sania summons the Dark Destructor to consume the enemy.

LV1 – 16 MP LV2 – 31 MP LV3 – 64 MP

ROB MIND

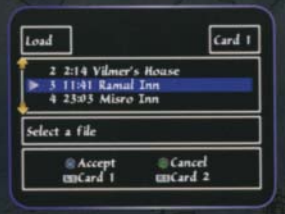
Allows the enemy's magic points to be transferred to party members within range.

LV1 – 0 MP LV2 – 1 MP LV3 – 2 MP

Starting the Game

To skip the opening animation and proceed to the Title screen, press the START button. The Title screen will display three available options: **New Game**, **Continue**, and **Convert**.

If there is no save data present on the memory card, or to start the game over from the beginning, select ***New Game***. Press the × button. The game will start from the beginning.



Continue

To continue playing a previously saved game, choose ***Continue***. Press the × button. The Load screen will be displayed. Only three save files can be displayed on the screen at a time. Move the cursor up or down to display additional save files.

To help differentiate between save files, each save file will list the game time and save location. To load the game, move the cursor to select the desired file. Press the × button. The game will be loaded.

Please do not remove the memory card during a save or a load.

Convert

Use the Convert option to import ***Arc I*** save data into ***Arc II***. Converting save data will unlock special events that are ***ONLY*** available when save data is converted.

Note: In order to convert a save file, the file has to be at the end of ***Arc I***.

To convert the data, select ***Convert***. Press the × button. The Convert screen will be displayed. Next, move the cursor to select a file to convert. Press the × button. The save file will be converted, and the game will start.

Note: ***Arc II*** requires 2 free blocks to save the game. Before converting data, make sure that there is enough room on the memory card to save the game.

Memory Cards

An empty memory card can store up to seven individual save files. Dual memory card support allows the game to recognize two different memory cards (one in MEMORY CARD slot 1 and one in MEMORY CARD slot 2). Use the L1 or R1 buttons to switch between memory cards when loading or saving a game.

Map Screen

Arc the Lad II is divided into three main areas: Events, Maps, and Battles. When leaving towns or other areas, the Map screen will be displayed. Use this screen to select new areas to explore, or to return to previous areas.

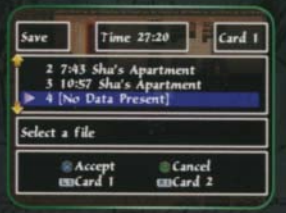
On the Map screen, press the ■ button to access the Game menu, or use the SELECT button to access the Option screen.

Once the Map screen is displayed, the current location of the character will be displayed. Move the character to another area by means of the directional buttons. To enter this area, press the ✕ button. To confirm this decision, select ***Yes***. The character will then enter that area. To cancel and stay on the Map screen, select ***No***.

More locations will become available as the game progresses, so make it a habit to search the entire map for new areas.

Later in the game, when Elc gets control of his airship, he will then be allowed to choose which continent to explore. The World Map will display the continents that Elc is allowed to visit. Move the cursor to select which continent to explore. Press the ✕ button. The airship will then travel to that location. After arriving, the Map screen will once again be displayed. From the Map screen, choose which area to enter.

Save Screen



The way to save a game is by writing in journal books located at Inns and other various locations.

To save the game, press the ✕ button when the character is standing in front of the journal. The book will open and a confirmation message will be displayed. To confirm the decision to save the game, select ***Yes***. The save screen will be displayed. To cancel and return to the game, select ***No***.

Once the Save screen is displayed, use the cursor to select a data slot in which to save the game. To access other save files, move the cursor up or down to display additional save files, or use the L1 or R1 buttons to switch between memory cards.

Note: Don't always save over the same save slot. Make it a habit to save in other save slots. This will make it easier to go back to a previously saved location in the game.

To save the game, simply press the ✕ button. The game will automatically be saved.

CAUTION: Before pressing the ✕ button to save the game, make sure that it is okay to save in that save slot. Once the ✕ button is pressed to save the game, the game will be immediately saved in that data file—there will be no confirmation window (i.e. a yes or no option).

Game Menu

To access the Game menu, press the ○ button. The actual game time will be displayed above the Game menu. Note that the game timer will be paused when the menu is loaded. The Game menu displays the following options: **Items**, **Equip**, **Status**, **Monsters**, **Restart**, and **Options**.

If the game is left on this screen, a screen saver will automatically dim the screen after a brief period of time has passed. Press any button to exit the dimmed mode.

Items

Item management. All of the characters share a common inventory in which their items will be stored. The Item menu has two options: **Use** and **Drop**.

When items cannot be used or dropped, their option will be grayed out.

To change the appearance of the Item menu, press the L1 or R1 button.

1 Item Window

Displays all of the items in the characters' inventory.

2 Item Name

Displays the name of the item.

3 Item Description

The description on the left shows what effect the item will have when it is used or thrown during combat. The description on the right shows what effect, if any, the item will have when it is equipped to a character.

Items (continued)

4 Attribute

Indicates whether an item has any special attributes. Items may have the following attributes: Earth, Fire, Light, Dark, Wind, or Water. Note: Some items will not have attributes.

5 Item Level

The left number displays the item's current level. The right number displays the maximum level the item can reach when it's equipped.

6 ATK/DEF

Displays the attack (ATK) or defense (DEF) points the character will gain by equipping the item. The left number displays the item's current level. The right number displays the maximum level the item can reach.

Using Items

To use an item, move the cursor to select an item, then press the × button. The Character window will then be displayed. Move the cursor to select which character will use the item. Press the × button. The character will then use the item.

Dropping Items

To drop an item from the characters' inventory, move the cursor to select an item. Once an item has been selected, press the ○ button. To confirm the decision to drop the item, choose ***Drop***. Press the × button. The item will be dropped. To keep the item, select ***Cancel***. Press the × button. The item will not be discarded.

Arranging Items

Items that are in the characters' inventory can be sorted into four groups: **Kind**, **Price**, **Level**, and **Name**. The items will be sorted according to which group is listed in the top box.

To arrange the items, press the START button when the Items screen is displayed. Next, move the cursor to select the order in which the items are to be sorted. Press the × button. The items will then be sorted in the manner selected.

Changing Appearances

The appearance of the Item menu can be changed by pressing either the L1 or R1 button.

Attributes of Items

Many of the items possess special attributes that can have an effect on a character's normal stats. These attributes will be displayed in the form of icons.

Equip Screen

Equip or remove weapons, armor, or items. Each character can equip up to three different items: one weapon and two accessories.

Note: Captured monsters are only allowed to equip one weapon. Most are not allowed to equip accessories.

1 Equip Window

Displays which items are equipped, a picture of the character, and the character stats.

2 Inventory Window

Lists which items can be equipped to the character. Items that are written in gray letters cannot be equipped.

3 Item Window

Describes the item. This window will display an item's name, attribute (if any), its stats, the effect the item will have when it is thrown, and what effect, if any, the item will have on the character when it's equipped.

Equip (continued)

Equip

After selecting ***Equip*** from the Game menu, the Character screen will be displayed. Next, move the cursor to select a character. Press the × button. The Equip screen will be displayed.

Move the cursor up or down to select what piece of equipment that character will equip or change. Press the × button. The cursor will be placed in the Item window.

Next, move the cursor in the Item window to select an item to equip. When highlighting different items, pay attention to the character's stats. The effect that the item will have will be displayed. Red arrows pointing up indicate a good change. Blue arrows pointing down indicate a bad change.

After choosing an item, press the × button. The item will be equipped to the character.

Remove

When the Equip screen is displayed, it is easy to remove items that are equipped to a character by simply pressing the ○ button. The item will be removed from the character and placed back into the characters' inventory.

Equip (continued)

Arranging Characters

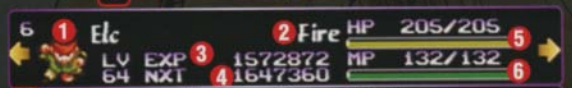
Party members can be sorted by one of the following seven parameters: **Number** (default setting), **Level**, **Offense**, **Defense**, **Magic**, **Agility**, and **Name**.

To arrange the party members, press the START button when the Character screen is displayed. Next, move the cursor to select a group. Press the × button. The characters will be sorted by that group. Note: Party members are sorted the same way for Equip, Status, and Monsters options.

Status

Character's current condition. After selecting ***Status*** from the Game menu, the Character screen will be displayed. If this option is selected during battle, the enemies (after they've been encountered) will also be listed; however, their information is not always known.

After choosing a character, press the × button. The Character Status screen (the middle screen shot) will be displayed. Pressing up on the directional button will display the Character Abnormal Status screen (the top screen shot). Pressing down on the directional buttons will display the Character Abilities screen (the bottom screen shot). These three status screens will be described on the following pages.



1 Character Status Window

1 Character Data
Displays an image of the character, the character's name, and their current level.

2 Attribute
Shows which attribute the character possesses (if any): Dark, Earth, Fire, Light, Water, or Wind.

3 Exp
Experience points. Displays the current number of experience points the character has received.

4 Nxt
Next. Displays the number of experience points the character must receive before they will reach the next level.

5 HP
Hit points. Current/maximum number of hit points. When the character's HP reaches zero, they will be removed from the battlefield.

6 MP
Magic points. Current/maximum number of magic points. When their MP reaches zero, they will be unable to use any of their abilities.

2 Weapons
A list of the weapon types that can be equipped to the character will be displayed. Below each weapon will be a power bar. When the power bar becomes full, it will gain a level. The weapon's current level will be displayed at the end of the power bar. The stars at the end of the bar graphically represent the weapon's level. Each small star represents two levels. Each big star represents fifteen levels.

3 Charge
Increases attack strength. Some characters have magic abilities that will increase their charge value. The current/maximum value of the charge will be displayed. The charge attack is good for only one round of combat. After the character attacks, the value will reset to zero (0).

4 Equipment
Displays what items are currently equipped to the character.

5 Nol Skill
After receiving Nol's Crystal, every time an enemy is destroyed, the player will receive Nol skill points. These points can later be used to upgrade monsters with Mother Claire's help.

6 Wealth
The amount of Goz (money) collected.

7 Status
On the character stats, the number on the left shows their level without equipped items. The number on the right displays the value that items or magic abilities will add to their level.

1 Attack
The character's attack power. As their attack power increases, so will the strength of their attacks.

2 Defense
The character's defensive power. As the character's defense continues to increase, they will receive less damage from enemy attacks.

3 Magic
Character's magic ability. Their magic abilities will become more effective as this value increases.

4 Agility
The higher the value, the sooner the character will be allowed to move during combat.

5 Throw
The character's ability to throw items. As their throw level increases, the range and the effectiveness of the throw will be increased.

6 Counter
Character's ability to counterattack. When the character's counterattack level reaches two (2), the character can counterattack from all directions. Character will inflict more damage as their counterattack level increases.

7 Range
The distance a character can move during combat. The higher the value, the greater the distance they'll be able to move.

8 Catch
The character's ability to catch items. As this ability increases, the character will be able to catch the item and throw it back.

9 Jump
The character's ability to jump over obstacles on the battlefield. As the value increases, the character will be able to jump over obstacles.

Character Abnormal Status Screen

1 Character Status Bar

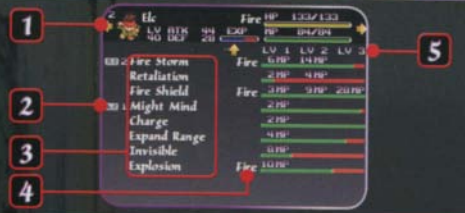
Displays information regarding the character.

2 Abnormal Status

Displays any abnormal status that is affecting the character. The middle of the screen will display a brief description about the abnormality. The bottom part of the screen will display, in the form of icons, what is affecting the character. To switch between the different icons, use the L1 or R1 buttons.

3 Preview Abnormalities

Press and hold down the ✕ button to preview all of the statuses that can affect a character. Use the L1 or R1 buttons to switch between the other icons. A brief description of these statuses will be listed in the middle of the screen.



Character Abilities Screen

1 Character Status Bar

Displays information regarding the character.

2 Memorized Abilities

Displays which abilities have been programmed to the L2 and R2 buttons. An L2 or R2 icon along with the memorized level (1, 2, or 3) will be displayed to the left of the ability's name.

3 Abilities

A list of all of the abilities that the character has learned.

4 Attribute

Shows which attribute, if any, the ability possesses: Dark, Earth, Fire, Light, Water, or Wind.

5 Level

Displays the level of the abilities. Some of the characters' abilities can have up to three different levels. The number of magic points required to use these abilities will be displayed below the level.

Changing Appearances

The appearance of the Character screen can be changed by pressing either the L1 or R1 button.

Monsters

In order to get monsters to join your party, you must have Lieza's Ravish spell. This will allow her to successfully tame monsters—if her level is the same or higher than the monster's—so that they can join the party.

To tame a monster, simply move Lieza next to the monster during combat. Next, choose Ravish from the Ability menu. Press the × button. Lieza will then try to tame that monster. If she is successful, the Name Entry screen will appear. After choosing a name for the monster, or to leave the name the same, choose ***OK***. Press the × button. The monster will be added to the party.

Note: There are some monsters that cannot be tamed.

Naming Monsters

Rename monsters. To rename a monster, press the × button. The Name Entry screen will be displayed.

Next, move the cursor to select a letter or number. Press the × button. The letter or number will then be placed in the Name window. Continue selecting letters or numbers until the monster is renamed. Then choose ***OK***, and press the × button. The monster will be renamed. Note: A monster's name must fit within the brackets. If it doesn't then that name cannot be used.

Releasing Monsters

Remove monsters. During the course of the game, it may be necessary to release some of the monsters that have been tamed. This will allow more powerful monsters to be tamed and added to the Monster window.

To release a monster, press the ○ button. To confirm the decision to release the monster, select ***Yes***. Press the × button. The monster will be released. To cancel, select ***No***. Note: Some monsters cannot be released.

Options

Vibration On Off
Sound Stereo Mono
Message speed Slow Med Fast
Level-up speed Slow Med Fast
Movement Med Fast
BG music On Off
Sound effects On Off
Battle voices On Off
Confirm finish On Off
Status bar On Off
Window color 1 2 3 4 5 6 7 8 9
Transparency On Off
Exit

The following settings can be changed.

Vibration

Turns on or off the vibration for the DUALSHOCK® analog controller.

Sound

Determines how the sound is heard. Choose either ***Stereo*** or ***Mono***.

Message speed

The speed at which text is displayed. Choose either ***Slow***, ***Med*** (medium), or ***Fast***.

Level-up speed

The speed at which the character's stats are displayed when gaining levels. Choose either ***Slow***, ***Med*** (medium), or ***Fast***.

Movement

The speed at which the characters move on the screen. Choose either ***Med*** (medium), or ***Fast***.

BG music

Select whether or not background music will be played. There are two options: ***On*** or ***Off***.

Sound effects

Turn on or off sound effects. If the option is set to ***On***, then there will be sound effects. If it is set to ***Off***, then there will be no sound effects.

Battle voices

Select whether or not character voices are played during battles. There are two options: ***On*** or ***Off***.

Confirm finish

If this option is set to ***On***, a confirmation box will appear when ending the character's turn. If it is set to ***Off***, then no confirmation box will be displayed.

Status bar

If this option is set to ***On***, the Character's Status bar will be displayed during combat. If it is set to ***Off***, the status bar will not be displayed.

Window color

Change the color for text and menu boxes. There are nine different colors to choose from.

Transparency

Change the opacity of the text and menu boxes. If this option is set to ***On***, then the boxes will be translucent. If it is set to ***Off***, then the boxes will be opaque.

Restart

Reset puzzles. There are some puzzles during the course of the game that have to be completed before the party will be allowed to move forward. If a mistake is made, choose ***Restart*** from the Game menu. To confirm the decision to start the puzzle over, select ***Yes***. Press the ⊗ button. The puzzle will be reset. To cancel and return to the game, select ***No***.

Note: The Restart option will only be available when there are puzzles to solve.

Battle Menu

Abilities

The Battle menu is similar to the regular Game menu, except the following option will be available: **Abilities**.

As a character's level increases, new abilities will be learned for use during combat.

To view a character's abilities during combat, press the □ button. The Battle menu will be displayed. Next, select ***Abilities*** from the menu. The character's abilities will be displayed. To jump directly to the Abilities screen, simply press the ○ button.

Abilities

1 Abilities Window

The character's abilities will be listed on the left, and each ability's level will be listed on the right.

When selecting a character's ability, the ability's range will be displayed in red. To increase the effective range of an ability, move the directional buttons to the right or the left to increase or decrease the ability's level.

Remember: The character can only use the ability on those that are standing in the red area.

Two of the character's abilities can be programmed to the L2 or R2 buttons. To program an ability to one of these buttons, first move the cursor to select the ability. Second, choose the ability's level by using the left or right directional buttons. Finally, press either the L2 or R2 button. The ability will then be set to that button.

To rearrange a character's abilities in the Abilities window, press either the L1 or R1 button to highlight the ability. Move the cursor to the new position. Press the L1 or R1 button. The ability will then be moved to that location.

2 Name

The name of the selected ability.

3 Description

A description of the selected ability.

4 Attribute

Shows which attribute, if any, the ability possesses: Dark, Earth, Fire, Light, Water, or Wind.

5 Magic Points (MP)

Displays the required amount of MP to execute the ability (listed on the left), and the character's current MP (listed on the right). There are three colors that can be displayed in the status bar: light green line (amount of MP the character has left), transparent line (how many magic points the selected magic will use), and a red line (amount of MP the character has already used).

6 Level

Displays the ability's current level.

Battle Screen

Up to five characters are allowed to fight during battles; therefore, before a battle begins, a battle party must be set up. When the Character screen is displayed, move the cursor to select a character. Press the ✕ button. The character will then be placed in the top window. Continue selecting characters until the battle party is set up. Then press the Start button to begin the battle. To remove a character from the battle party, press the △ button.

On the Battle screen, all of the characters and enemies for the battle will be displayed. To scroll around the screen, tap down both the L1 and R1 buttons at the same time. A cursor will then appear. Now, use the directional buttons to move around the screen. To move faster, hold down the L1 or R1 button. To return to the character, press the △ button.

When the cursor is moved to an enemy or character, their stats will be displayed.

When the entire battle party is killed, the battle will start over from the beginning. However, there is a penalty for getting the party killed: they will lose half of their wealth, along with any items used during the battle.

On the brighter side, characters will keep the experience points they received before they were killed. This allows the characters to continue to increase their levels no matter how many times a battle has to be replayed. They'll be buff 'n broke.

Every time a character fights during combat, they will gain levels. As they gain levels, their stats will improve. The changes to the character's stats will be displayed above the character. Here is a brief description of the following abbreviations.

HP
Hit points. Displays the increase to the character's hit points.

MP
Magic points. Displays the increase to the character's magic points.

ATK
Attack. Displays the increase to the character's attack power.

DEF
Defense. Displays the increase to the character's defensive power.

MAG
Magic ability. Displays the increase in the character's magic abilities.

AGI
Agility. Displays the increase to the character's agility.

THR
Throw. Displays the increase in the character's ability to throw items.

CAT
Catch. Displays the increase in the character's ability to catch items.

COU
Counter. Displays the increase in the character's ability to counterattack.

JMP
Jump. Displays the increase to the character's jump level.

MOV
Movement (Range). Displays the increase to the character's range.

MAG + LV
The character's magical ability has gained a new level.

(ICON) + LV
An item that the character has equipped has gained a level.

NEW MAG
The character has gained a new magical ability.

SPEC
Special effect.

Places To Visit

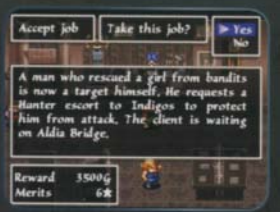
When visiting a new town or village, make it a habit to visit the local inn. Here it is possible to rest (for a small fee), and to save the game. When the character sleeps they will recover their HP and MP. Also, make sure to save the game by using the journal.

Bars and pubs are among the best places to dig up information. If Elc becomes stuck in his quest, it might be time to visit one of the local pubs. It's always amazing what people will say once they've got a few pints in their gut.

When arriving in a new town, don't forget to search for the following shops: Hunters' Guild, Weapon and Item Shops, Combine Shop, and Smith Shop.

Remember to visit Mother Claire to change a monster's class, sell monsters, or allow the characters to gain special abilities. Also, visit Vilmer's Lab so that Diekbeck's experience points can be given to other party members. These shops are described on the following pages.

Hunters' Guild


Accept job
Take this job?
Yes
No
A man who rescued a girl from bandits is now a target himself. He requests a Hunter escort to Indigos to protect him from attack. The client is waiting on Aldia Bridge.
Reward 3500G
Merits 6

The Hunters' Guild is the perfect place to go to get jobs, view wanted posters, and chat with fellow Hunters. In each guild there will be a clerk that is located behind the counter. Talk with him, and he will display the following five options: **Accept job**, **Present jobs**, **Former jobs**, **Get bounty**, and **Exit**.

Note: Options that are written in gray cannot be selected.

Accept job

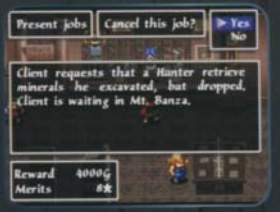
To take on a job, select ***Accept job*** from the Guild menu. Press the × button. In the middle of the screen, a job list will be displayed. The box at the bottom of the screen will display the following information: **Reward** (amount of money the job pays), and **Merits** (amount of guild points awarded when the job is complete).

After choosing a job, press the × button. A brief description of the job will then be displayed. To accept the job, select ***Yes***. Press the × button. The party will accept the job. To cancel, select ***No***.

If more jobs are available, the clerk will ask if you need another job. To get another job, select ***Yes***. To cancel and return to the menu, select ***No***.

Present jobs

Displays information about a current job. After selecting ***Present jobs*** from the menu, the job list will be displayed. To view information about the job, press the ✕ button. The job's information will then be displayed, along with the reward amount and the number of merits that will be awarded if the job is successfully completed. To keep the job, select ***Yes***. Press the ✕ button. The Guild menu will be displayed. To cancel the job, select ***No***.


Present jobs
Cancel this job?
Yes
No
Client requests that a Hunter retrieve minerals he excavated, but dropped. Client is waiting in Mt. Banza.
Reward 4000G
Merits 8

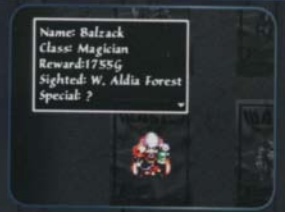
To confirm the decision to cancel the job, select ***Yes***. Press the ✕ button. The job will be removed and listed as failed on the Former jobs screen. To cancel and keep the job, select ***No***. Press the ✕ button. The job will remain active until it is finished, either by the party or another Hunter.

Former jobs

Displays the job's final outcome. To review a job, select ***Former jobs*** from the menu. A list of jobs will be displayed. To read about a job's outcome, move the cursor to select the job. Next, press the ✕ button to read about the outcome. Press the ○ or □ button to read the original job description. To cancel and return to the menu, press the △ button.

Get bounty

To receive payment for a completed job or for capturing a wanted monster, select ***Get bounty***. Press the ✕ button. In the middle box the following information will be displayed: **Jobs** (number completed), **Monsters** (number captured), **Reward** (money owed to the party), and **Merits** (guild points that will be awarded). In the bottom box, the party's current **Wealth** and **Merits** will be displayed. To collect the reward, select ***Yes***. Press the ✕ button. The reward will be given to the party. To cancel and return to the menu, select ***No***.



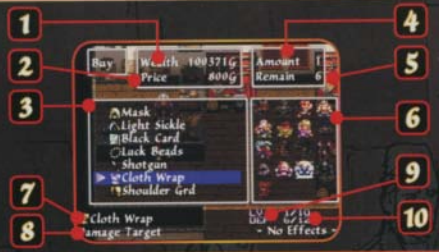
Wanted Posters

Also, located in the Guilds are wanted posters. To check out wanted monsters, walk up to the poster wall and press the ✕ button. The wanted posters will be displayed. Move the cursor to select a monster. Press the ✕ button. The poster will display the following information: **Name** (Monster's name), **Class** (type of monster), **Reward** (amount of money offered for its capture), **Sighted** (its last known location), and **Special** (its special ability). Press the △ button to exit.

Note: If you encounter a wanted monster without first reading his wanted poster in the Hunters' Guild, you will NOT get paid for getting that monster. Read all the posters in each new Guild as a matter of habit.

Shops

When traveling to the many different villages, be sure to stop by and check out the local shops. These places feature items, weapons, and armor. Make it a habit to upgrade the characters' weapons and armor. The stronger the characters are, the easier it will be to survive the many battles they will have to fight. Also, don't forget the important healing items; they are priceless. There are three available options: **Buy**, **Sell**, and **Exit**.



Shop Screen

1 Wealth

Displays the amount of Goz (money) that the party has collected.

2 Price

Displays the amount of Goz required to purchase the selected item.

3 Item Window

Lists all of the weapons, armor, and items that are for sale.

4 Amount

The number of items to purchase. To change how many of the same type of items to purchase, use the left or right directional buttons. Note: This option is only available when purchasing consumable items.

5 Remain

Displays the amount of spaces remaining in the characters' inventory. Note: This option is only available when purchasing items.

Shop Screen (continued)

6 Character Window

Displays which characters can equip weapons or armor. If the character is highlighted, then the weapon or armor is better than the one they have equipped. If they are not highlighted, it's usually best not to purchase the item. Note: The Character Window is only shown when purchasing weapons or armor.

7 Item Name

Displays the name of the item.

8 Item Description

The description on the left shows what effect the item will have when it is thrown or used during combat. The description on the right shows what will happen when it is equipped.

9 Item Level

The left number displays the item's current level. The right number displays the maximum level the item can reach.

10 ATK/DEF

Displays the attack (ATK) or defense (DEF) points the character will gain by equipping the item. The left number displays the item's current level. The right number displays the maximum value the item can reach.

Shop (continued)

Buy

Purchase goods. After selecting ***Buy*** from the menu, the Shop screen will be displayed. Move the cursor up or down to view what is available for purchase. If an item is being purchased, use the left or right directional buttons to choose how many to buy. Once a decision has been made, push the ✕ button. To confirm the purchase, select ***Yes***. Press the ✕ button. The item will be purchased. To cancel, select ***No***. Press the ✕ button. The item will not be purchased.

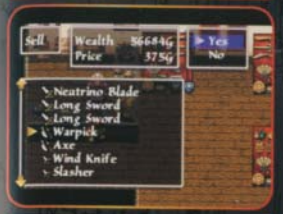
When purchasing a weapon or a piece of armor, the **Equip** option will also be displayed. To go ahead and equip the item, select ***Equip***. Press the ✕ button. The Character window will be displayed. After selecting a character, press the ✕ button. The character's equip window will be displayed.

There are two boxes at the bottom of this screen. The top box displays the new equipment, while the bottom box displays the character's currently equipped item.

If possible, move the cursor to choose where to equip the item. Press the ✕ button to purchase and equip the item. Press the △ button to cancel the purchase.

After the item is equipped, it's possible to get rid of the character's old equipment. To trade the character's old equipment, select ***Yes***. Press the ✕ button. The equipment will be sold back to the shopkeeper. To cancel the trade, select ***No***.

Shop (continued)



Sell

Sell goods. To sell weapons, armor, or items, select ***Sell*** from the menu. Press the ✕ button. The characters' inventory will be displayed. Next, move the cursor to select an item to sell. Press the ✕ button. To confirm the sale, select ***Yes***. The item will be sold. To cancel, select ***No***. The item will not be sold.

Remember, goods will be sold back at half their original purchase price.

Note: Some items cannot be sold.

Item Smith

For a small fee, Item Smiths have the ability to increase the levels for weapons, armor, and items. The Item Smith in Prodias will display three default options: **Judge Item**, **Raise Item Level**, and **Exit**.

The Item Smith in Brakia will display the following four default options: **Judge Item**, **Raise Item Level**, **Add Item Effect**, and **Exit**.

Judge Item

Describes an item. To view a description of an item, and to judge whether or not to upgrade the weapon, select ***Judge Item*** from the menu. The Item window will be displayed. Below the item window will be a brief explanation of the item. Move the cursor to the different items to view their descriptions. To return to the menu, press the ▲ button.

Raise Item Level

Increases the item's level. To raise an item's level, select ***Raise Item Level*** from the menu. Press the × button. Next, move the cursor to select an item that is highlighted. Press the × button. To confirm the decision, select ***Yes***. The item's level will be increased. To cancel, select ***No***.

Note: The cost to raise the item's level will be displayed below the party's current wealth.

Add Item Effect

Equip an effect to an item. For the right price, the Smith will enable the item to have a special attribute (e.g. recovering a character's HP at the beginning of their turn, or increasing the amount of HP when the character levels up, etc.). Once an item has a special attribute, they can then be equipped to a character to improve their stats.

After selecting this option the Item screen will be displayed. Move the cursor to select which item to upgrade. Press the × button. Next, a list of special attributes will be displayed. Move the cursor to select which attribute will be given to the item. Press the × button. To confirm the decision, select ***Yes***. The attribute will be given to the item. To cancel, select ***No***.

Note: The cost to add an effect to an item will be displayed below the party's current wealth.

After spending some time—a lot of time—using the Smiths, these options may be added to the menu.

Raise Max Level

Increases the maximum level for the item to greater than its standard setting.

Raise Item Level

Increases the potency of the effects that have been added to an item.

Personalize

Raises attack or defense of weapons. Also makes it so that only the selected character can equip the item. However, in a cruel twist of fate, anyone can throw it in battle.

Combine Shop

The Combine shop has three options: **Explain** (details the process to combine items), **Combine** (displays the Judge Item and Combine options), and **Exit** (exits the menu). The Combine options, **Judge Item** and **Combine**, are described to the right.

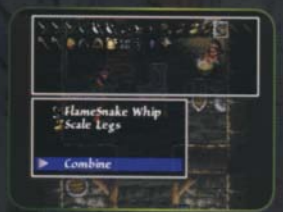
Judge Item

Describes an item. To view a description of an item, and to judge whether or not to upgrade the weapon, select ***Judge Item*** from the menu. The Item window will be displayed. Below the item window is a brief explanation of the item. Move the cursor to the different items to view their description. To return to the menu, press the ▲ button.

Combine

Combines two or more items to form a new item. A list of special items will be displayed in the Item window. Below the Item window is the Combine window. The Combine window displays the items that are needed to produce the new item.

Note: Items that are in the characters' inventory will be highlighted, missing items will be grayed out.



Combine (continued)

To combine the items, press the × button. The items will then be combined to produce a new item. This item will be placed in the characters' inventory.

If more than one of the same type of item exists, it is possible to choose which item will be used in the combining process.

To change which item will be used in the combining process, move the cursor to select the item. Press the × button. A list of items will be displayed. Move the cursor to select which item to use. Press the × button. This item will then be used.

If all of the items are in the inventory, Press the × button. The cursor will then be moved to the Combine option.

If the items are not in the characters' inventory, then the combining process cannot take place.

Mother Claire

Mother Claire, who is hiding in Forles, has special powers that will benefit not only party members, but monsters that have been captured. Her menu has the following options: **Class Change**, **Add Ability**, **Sell Monster**, and **Exit**.

Class Change

Changes a monster's class. After selecting this option, press the × button. Next, the Monster window will be displayed. Move the cursor to select a monster. Press the × button. A list of classes will be displayed.

In order to change a monster's class, it must be at a certain level (displayed next to the monster's stats) and there must be enough Nol skill to pay for the transformation.

If a monster is allowed to change its class, the available monsters will be highlighted. Move the cursor to select a monster. Press the × button.

Add Ability

Give a character or monster special abilities. When the party member has reached a certain level, they will be able to add special abilities to their Abilities menu. To give a party member a special ability, select ***Add Ability*** from the menu. Press the × button. Next, the Character window will be displayed. Move the cursor to select a party member. Press the × button.

A list of abilities will be displayed. Press the × button. The cursor will move to the Ability window. Now, move the cursor to select an ability. Press the × button. The ability will be added.

From this screen, to remove a special ability from a character, press the ○ button.

Note: Some characters and monsters are able to equip more than one ability.

Sell Monster

Sell captured monsters for cash. To sell a monster, select ***Sell Monster***, and press the × button. The Monster window will be displayed. Move the cursor to select a monster to sell. Press the × button. To sell the monster, select ***Yes***. Press the × button. The monster will be sold. To cancel, select ***No***. Press the × button. The monster will not be sold.

Give Diek's experience points to party members. Since Diek is a machine and unable to gain levels, use the Divide machine (located at Vilmer's Lab, on Yagos Isle) to give his experience points to others.

If Diek is in the party, then move to the Divide machine. Press the × button. Two options will be displayed: **Divide EXP** (give experience points to party members) and **Exit** (exits the menu).

Divide EXP

To give experience points to party members, select ***Divide EXP*** from the menu. Press the × button. The Character window will be displayed. Next, use the cursor to select a party member. Press the × button.

The top window displays Diekbeck's experience points, and the bottom window will display the party member's information.

Use the left or right directional buttons to move the red cursor left or right. Use the up or down directional buttons to increase or decrease the amount of experience points to give. After deciding on a value, press the × button. To confirm the decision, choose ***Yes***. Press the × button. Those experience points will be given to the party member. To cancel, select ***No***.

Divide EXP (continued)

To continue to give experience points to the other party members, select ***Yes***. Press the × button. The Character window will be displayed, allowing other characters to be selected. To cancel, select ***No***.

Note: The L1 or R1 buttons can be used to change characters.

Character Status

During a battle, the character can be in the following statuses: Good, Stone, Paralysis, Poison, Sleep, Darkness, Silent, Confusion, and Hemo-ji. These conditions are described below.

Good

Character status is normal.

Stone

The character will be unable to do anything until they are healed.

Paralysis

The character will be unable to do anything until they are healed.

Poison

The character will be weakened, and will slowly lose HP at the beginning of their turn.

Sleep

The character will be unable to do anything until they are healed or attacked.

Darkness

The character will be in a mental fog and their attack power will be reduced.

Silent

The character has been silenced and will be unable to use any of their abilities.

Confusion

The character will go insane and may attack anyone or anything within range.

Hemo-ji

When a character becomes a Hemo-ji, they will lose their strength and the use of their abilities.

PlayStation® Controller

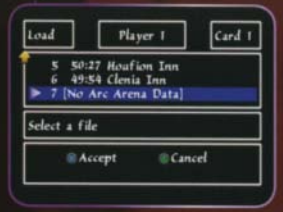
DUALSHOCK® ANALOG CONTROLLER

Note: You may have a controller that looks like this, if so please follow the digital instructions outlined above.

Arc Arena
MONSTER TOURNAMENT™

Directional Buttons Left Analog Stick Right Analog Stick	★ Moves characters on the screen. ★ Moves free cursor on the Battle Screen. ★ Moves cursor on menu items and boxes that require a response.
Analog Mode Button	★ Enables the use of the Left and Right Analog Stick, and the L3 and R3 buttons.
SELECT Button	★ Opens the Options screen.
START Button	★ Confirms the set up of the Battle party. ★ Opens the Sort menu on the character and item lists. ★ Changes which character will control the game: Player 1 or Player 2.
□ Button	★ Opens the Game/Battle menu.
△ Button	★ Returns to the previous screen during menus. ★ Ends a character's turn during combat.
○ Button	★ Displays the character's abilities during combat.
× Button	★ Confirms menu commands. ★ Initiates conversation with townspeople. ★ Attacks enemies on the battlefield.
L1/R1 Buttons	★ Press the L1 and R1 buttons simultaneously to activate the free cursor during combat. ★ When the free cursor is active, use either the L1 or R1 button to speed up the cursor. ★ When pressing down either the L1 or R1 button, use the directional buttons to change the way a character is facing without moving them during combat.
L2/R2 Buttons	★ Abilities can be programmed into either the L2 or R2 button.

Starting the Game

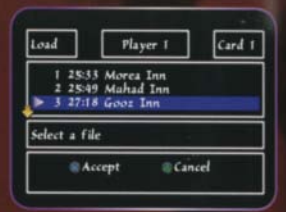


Arc Arena will only work with save data from ***Arc II***. However, certain save data will not work with the monster game (for example, if Lieza is not in the party, you can't control monsters, hence, there are no monsters to put in the arena). If the save data is incompatible, it will say simply "No Arc Arena Data", even though it may exist.

To begin playing the game, choose which game mode to play: **One Player** or **Two Player**. Press the ✕ button. The Load screen will be displayed. Move the cursor to select which data to load. Press the ✕ button. The game will begin.

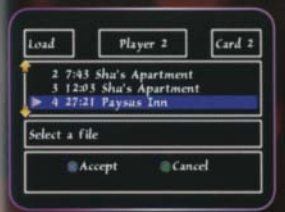
To exit the Load screen and return to the Title screen, press the △ button.

Please do not remove the memory card during a save or a load.



In order for two people to play, Player 1's memory card should be in MEMORY CARD slot 1, and Player 2's memory card should be in MEMORY CARD slot 2.

To begin playing a two player game, choose ***Two Player*** from the menu. Press the ✕ button. Now, select which save data Player 1 will load. Press the ✕ button. Player 1's data will be loaded.



Next, choose which save data Player 2 will use. Press the ✕ button. Player 2's save data will then be loaded, and the game will begin.

Pressing the △ button on Player 2's Load screen will display the following options: **Play alone** (the game will begin with only Player 1's save data loaded) and **Load again** (return to Player 2's Load screen).

Please do not remove the memory card during a save or a load.

Before the game can be played, choose which character each player will be represented by: the boy or the girl. Use the directional buttons to select a character. Once a decision has been made, press the ✕ button. The game will then begin.

Note: If two players are playing, the second player's character will be the one that the first player doesn't choose (Duh!).

During a two player game, Player 1 will have control of the main character. Player 2's controller will not work until they enter a special shop or the arena. To change the control of the main character, Player 1 or 2 needs to press the START button. Next, select which player will control the character: **Player 1** or **Player 2**. Press the ✕ button. The selected player will then be in control.

Game Menu

To access the Game menu, press the ▫ button. There are six options: **Items**, **Equip**, **Status**, **Monsters**, **Options**, and **Operation**. Since **Operation** is the only option that is specific to ***Arc Arena***, it will be the only one discussed. For information regarding the other options please refer to the Game menu section under ***Arc II***, beginning on page 56.

Operation

To set a combatant's (party member's) operation, first select ***Operation*** from the Game menu. Press the × button. When the Character window is displayed, move the cursor to select a party member. Press the × button. Next, move the cursor to select how the character will act (react) during combat. Press the × button. The character's operation will be set, and the screen will return to the Character window.

Manual

This option (available during VS Battle and Tournament) lets the player control the actions of the combatant directly.

Auto

The computer controls all of the combatant's actions.

Offense

The combatant will primarily use offensive attacks and abilities.

Defense

The combatant will use defensive abilities and healing items.

Brute Force

The combatant will only use their normal attacks; special abilities will not be used.

Avoid

Combatants will try to avoid fighting; however, if attacked, they will counterattack.

Shops

There are a number of places to visit during the monster game: Iga's Dojo, Trading Bazaar, Shante's Theatre, Chongara's Shop, Mother Claire's Den, Vilmer's Lab, Smith, and Monster Arena.

However, some of the many options that these shops have to offer are already discussed under the ***Arc II*** section of this manual. Thus, only specific areas of ***Arc Arena*** will be discussed.

Iga's Dojo

Located inside the dojo will be Iga and his students. Iga will ask if you want him to explain about the Monster Game. Choose ***Knowledge, please*** to have Iga explain the Arena gameplay (only by choosing this option will the **Train me** option be accessible).

To bypass Iga's brain-numbing speech, choose ***I ask nothing***.

After Iga explains all about the Arena, he will display the following option: **Train me**. This option will allow the party to train in the Arena. To begin training, select ***Train me***. Press the × button. Iga will then warp the party to the Arena. From here, up to four combatants can take part in the battle. After the training session, the party will return to Iga's Dojo.

Trading Bazaar

The Trading Bazaar allows weapons, armor, items, and monsters to be traded between Player 1 and Player 2. Before trading can begin, a two player game must be started (go visit Sania in the Monster Arena to load games). There are two rooms inside the Trading Bazaar: **Elc's Room** (trade weapons, armor, and items), and **Lieza's Room** (trade monsters). Andel is the receptionist, and may be a little—disillusioned, to say the least.

Elc's Room

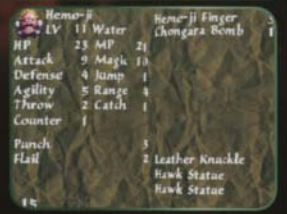
Weapons, armor, or items can be given to the other player. Talk to Elc, who is behind the counter, in order to start an exchange. Select ***Yes*** to start trading, or ***No*** to cancel.

Note: Before talking to Elc, press the START button to choose who will trade. If Player 1 is selected then they will give items to Player 2, or vice versa.

After selecting ***Yes***, the Item screen will be displayed. Next, move the cursor to select which item to trade. Press the × button. To confirm the decision to trade the item, select ***Yes***. Press the × button. The item will be traded. To cancel the trade, select ***No***.

Note: To exit the menu, press the △ button.

Trading Bazaar (continued)



Lieza's Room

Trade monsters or view the Monster Book. Talk to Lieza, who is behind the counter, to start trading. Lieza will ask whether or not to start a trading session. Select ***Yes*** to start trading, or ***No*** to cancel.

Note: Before talking to Lieza, press the START button to choose who will trade. If Player 1 is selected then they will trade monsters to Player 2, or vice versa.

After selecting ***Yes***, the Monster screen will be displayed. Next, move the cursor to select which monster to trade. Press the × button. To confirm the decision to trade this monster, select ***Yes***. The monster will then be given to that player. To cancel the trade, select ***No***.

To view the Monster Book, first select ***No*** when Lieza asks about trading monsters. Then she will ask whether or not to view the Monster Book. Select ***Yes*** to view the book or ***No*** to exit.

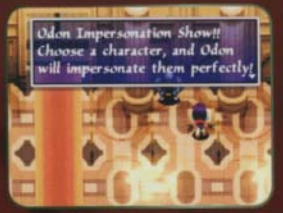
Note: In order to view the Monster Book, Chongara must have been encountered in ***Arc II***, and Lieza must have used her Search ability on a character or an enemy in the regular ***Arc II*** game.

Shante's Theatre

Shante

Listen to Shante's song, or the characters battle voices. Talk to Shante and she'll perform her song from ***Arc II***. Also, in the XA Theatre, characters from the game will perform skits on the stage.

To listen to the song, or watch the XA Theatre, talk to Shante, go through the door at the back of the room, and the performance will begin.



Odon

To watch Odon's Impersonation Show, first read the sign next to Odon. Then go and talk to Odon. He will display a list of characters that he'll imitate. After choosing a character, press the × button. Odon will then morph into that character.

After morphing into the character, Odon will display a list of sound clips. After choosing a sound clip, press the × button to play that sample.

Chongara's Shop

Buy or Sell items. While battling in the Arena, it will be necessary to buy items to keep the characters in good health or to throw at the enemies to cause them damage.

Chongara will sell many of the same items that are found in ***Arc II***; however, there will be a few rare items that can only be found in his shop here in Faust Village.

Mother Claire's Den

Change a monster's class, sell monsters, or allow the characters to add special abilities. After talking to Mother Claire, the menu will be displayed with the following four options: **Class Change**, **Add Ability**, **Sell Monster**, and **Exit**. These options are discussed on page 84.

Vilmer's Lab / Smith Shop

Vilmer's Lab

Give Diekbeck's experience points to party members. Since Diekbeck is a machine and is unable to gain levels, use the Divide machine to give his experience points to other party members. If Diekbeck hasn't joined the party, then the Divide machine cannot be used.

To give experience points to others, refer to page 86.

Smith Shop

Raise item levels, equip items, and combine items. Both the Smith shop and the Combine shop are located inside the Smith shop. Talk to the person at the counter to display the following four options: **Talk to Master Smith**, **Talk to Novice Smith**, **Talk to Billy in Combine Shop**, and **Exit**.

Refer to pages 80-83, for more information regarding Smith Shops and Combine Shops.

Monster Arena

The Arena is the place to go to fight battles, get prizes, and to save and load games. Inside the Arena, there will be four characters: Sania, Gogen, Kukuru, and Yagun. The jobs these characters perform will be discussed in this section.

Yagun

Yagun will allow Player 1 to enter into the Arena. but not until the player has registered with Kukuru. After talking with Kukuru to set up a battle, go and talk to Yagun to gain access to the Arena.

Sania

Save and load games. To save or load data, talk to Sania who will display the following three options: **Load**, **Save**, and **Exit**. To load or save data for Player 1 or Player 2, remember to press the START button to select the appropriate player.

Note: The game will automatically save into the same data slot from which it was loaded. *This doesn't apply if a memory card is changed.*

Gogen

Talk to Gogen to receive prizes and monsters earned in the Arena. When talking to Gogen, he'll ask whether or not to go to the Warehouse. To go to the Warehouse, select ***Yes***. Press the ✕ button. Gogen will transport the party to the Warehouse where prizes and monsters can be claimed.

Kukuru

Before starting a battle, remember these rules:

1) The party must have at least three combatants. Monsters can be obtained by having Lieza capture them in ***Arc II***, or by trading monsters with your friends at the Trading Bazaar.

2) In order to take part in the battle, three or five different teams must be set up. Each team can have up to four combatants.

3) There will be three to five battles in the Arena. The team that wins the most battles will be awarded the victory. Basically, try to win all of them, or get the best two out of three, or three out of five victories in order to win.

4) The battles must be finished in the allotted turns in order to claim victory.

Kukuru (continued)

Talk to Kukuru and she will display the following options: **Battle Arena**, **VS Battle**, and **Tournament**. These options will be discussed on the following pages.

Note: During the ***Battle Arena*** mode, the player will not be allowed to control their characters. The Manual option under the Operation menu cannot be selected. However, during ***VS Battle*** and ***Tournament*** mode, the player can use Manual mode to control their characters.

Battle Arena

Compete against fifteen different Arena teams, in three skirmishes of four combatants, for the championship. Every time the team wins a battle, they will be awarded two prizes (item and monster), and a chance to fight the next team. After selecting ***Battle Arena*** from the menu, press the ✕ button.

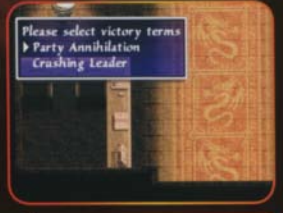
One or more of the fifteen teams will be available, depending on how many have been defeated up to this point.

Move the cursor to select a team to fight. Press the ✕ button. Next, set up the battle parties. Since there have to be three teams, divide the monsters so that at least one monster will be in each team. After selecting monsters, press the START button.

Battle Arena (continued)

Next, continue to finish the configuration for the second and third teams. To confirm the decision to fight, choose ***Battle***. Press the ✕ button. Select ***Cancel*** to start the battle selection over. After the team is confirmed, go talk to Yagun to enter the Arena.

Once the Arena is displayed, there will be two options: **Start battle** and **Open menu**. To begin fighting immediately, choose ***Start battle***. Press the ✕ button. The battle will begin. To open the Game menu, choose ***Open menu***. Press the ✕ button. The Game menu will be displayed.



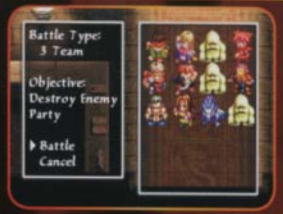
VS Battle

Player 1 and Player 2 compete for items and monsters. To compete in the Arena against a friend, choose ***VS Battle*** from the menu. Next, select what kind of wager to place: **Pride** (the only thing wagered is bragging rights), **Item** (both parties must wager an item), or **Monster** (both players must wager one of their monsters). Press the ✕ button.

If an item or monster has been selected to wager, Player 1 and Player 2 must make a selection.

After selecting ***Pride***, or once the wagers have been made, determine how the victory will be awarded: **Party Annihilation** (the entire party must be destroyed), or **Crushing Leader** (only the leader needs to be destroyed in order to claim victory). Once a decision has been made, press the ✕ button.

Next, set up the battle teams for both players, then head to Yagun to enter the Arena.



Tournament

Tournament matches are set up the same way as the Battle Arena option; however, the player will battle until their entire roster has been wiped out. Also, the number of wins will be recorded.

To compete in the Tournament, select ***Tournament*** from the menu. Next, set up the teams by pressing the ⊗ button to select the team members and the START button to confirm the party. Choose ***Battle*** to begin. Press the ⊗ button. To exit, choose ***Cancel***. Press the ⊗ button.

Go talk to Yagun to get access to the Battle Arena. Next, decide which Arena to use for fighting. Use the left or right directional buttons to select an arena. Press the ⊗ button. The battle will then begin.

Note: Below the description of each arena, the location where the teams will begin fighting will be displayed. For instance, (Start: Left & Right), means that the teams will start at the left and right side of the arena.

Road to Ultimate Victory

After fighting and defeating the first 15 Monster Teams in the Arena, the number of teams used during the different modes can be altered.

Players can then choose to fight with either three (3) monster teams or five (5) monster teams. Each team will continue to fight until they are eliminated.

Complete all modes to win the ultimate victory!

PlayStation® Controller

DUALSHOCK® ANALOG CONTROLLER

L2 Button
L1 Button
SELECT Button
Directional Buttons
Left Analog Stick/ L3 Button
Analog Mode Button
R2 Button
R1 Button
■ Button
▲ Button
● Button
✕ Button
Right Analog Stick/R3 Button
START Button

Note: You may have a controller that looks like this, if so please follow the digital instructions outlined above.

Directional Buttons Left Analog Stick Right Analog Stick	★ Moves characters on the screen. ★ Moves free cursor on the Battle Screen. ★ Moves cursor on menu items and boxes that require a response.
Analog Mode Button	★ Enables the use of the Left and Right Analog Stick, and the L3 and R3 buttons.
SELECT Button	★ Opens the Options screen. ★ When setting up a battle party, press the SELECT button to automatically select the same characters chosen in the previous battle.
START Button	★ Pauses the game. ★ Confirms the set up of the Battle party.
■ Button	★ Opens the Game/Battle menu.
▲ Button	★ Returns to the previous screen during menus. ★ Ends a character's turn during combat.
● Button	★ Displays the character's abilities.
✕ Button	★ Confirms menu commands. ★ Initiates conversation with townspeople. ★ Attacks enemies on the battlefield.
L1/R1 Buttons	★ Press the L1 and R1 buttons simultaneously to activate the free cursor during combat. ★ To select different characters/enemies based on their level, when the free cursor is active during combat, press the L1 button (to move from the weakest to the strongest) or the R1 button (to move from the strongest to the weakest). ★ When pressing down either the L1 or R1 button, use the directional buttons to change the way a character is facing without moving them during combat.

Cast of Characters

Alec

Alec's entire family was wiped out in the Great Disaster. And, had it not been for the kind hand of a heroic Hunter, Alec surely would have perished as well. Rushed away from the fire that would eventually consume his city, he was transported to the Isle of Eteru, where he began a new life in Sasha Village with many other refugees. One of those refugees was a boy named Lutz, who became Alec's best friend and confidant. Alec will tell of his desire to be a Hunter to anyone who will listen. One day, when the village is attacked by bandits, the door to that opportunity opens...

CURE

Recovers hit points for party members.

MP Cost = 12

FORCE RING

After using this ability, there is a 50% chance that the enemy will be confused.

MP Cost = 18

SILENT

Temporarily prevents an enemy from using their special abilities.

MP Cost = 16

RESURRECTION

Allows defeated party members to return to battle.

MP Cost = 48

IMPULSE BOMB

This ability will generate a powerful shock-wave explosion.

MP Cost = 48

DIVIDE

Steals HP from an enemy, and distributes it to party members within range.

MP Cost = 5

CRYSTAL DUST

Causes icicles to pierce any unsuspecting foe.

MP Cost = 16

BRAIN BLAST

After injuring the enemy, there is a 50% chance that they will also be paralyzed.

MP Cost = 20

Lutz

Lutz is a charming, earnest young man who speaks before he thinks more often than not. He would like to think himself quite the ladies' man, but his hyperactive nature and complete ignorance of etiquette invariably cause all women he approaches to run away screaming. However, there is one very significant woman in Lutz's life—his beloved sister. Having survived the Great Disaster that claimed their parents, Lutz and his sister Kuretta have an especially close relationship.

KNIFE RAIN

Showers knives on any enemy too dumb to come in from the rain.

MP Cost = 12

STEAL

Lutz will try to steal items from enemies.

MP Cost = 5

REFRESH

Allows allies to recover from abnormal statuses.

MP Cost = 8

FATAL DAGGER

Reduces the HP of the enemy to 1/10 their normal value. Not effective on all enemies.

MP Cost = 20

MAGIC SHIELD

Protects the ally from receiving attribute damage.

MP Cost = 16

EXCITEMENT

Increases the attack strength of any ally.

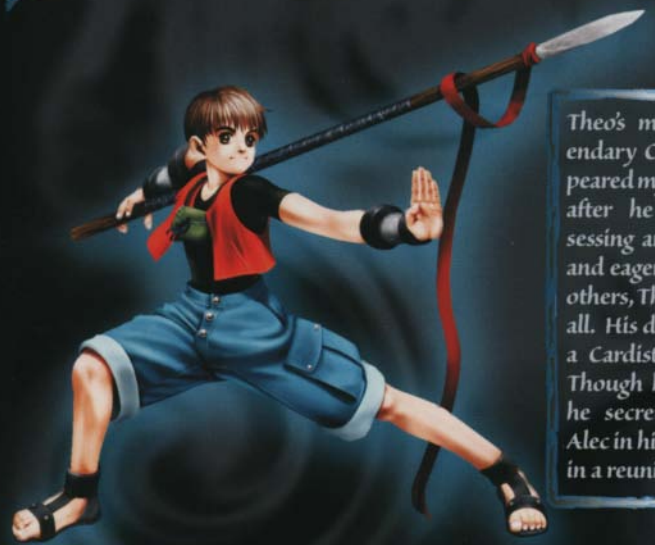
MP Cost = 8

SILENT

Temporarily prevents an enemy from using their special abilities.

MP Cost = 16

Theo



Theo's mother was a legendary Cardist who disappeared mysteriously shortly after he was born. Possessing an earnest manner, and eager to get along with others, Theo is well-liked by all. His dream is to become a Cardist like his mother. Though he won't admit it, he secretly hopes joining Alec in his travels will result in a reunion with her.

CARDISH

Allows Theo to capture the monster's essence and store it on a Monster Card.

MP Cost = 1

CARD FIELD

This will boost the allies' defense.

MP Cost = 8

ROB MIND

Allows the enemy's magic points to be transferred to party members within range.

MP Cost = 1

CROSS JAVELIN

This revolving spear attack causes damage to any enemy that is standing too close.

MP Cost = 16

DIVIDE

Steals HP from an enemy, and distributes it to party members near Theo.

MP Cost = 5

Cheryl

Cheryl has lived most of her life on the mean streets of Gislem, hustling and fighting her way through a rough life. Fiercely independent and extremely competitive, she is disappointed with anything less than a first place finish in competition. She has extensive knowledge of weapons, and an especially deep understanding of firearms. Her dream is to build the ultimate firearm, using the new field of synthesis pioneered at the Weapon Society. Having lived a hard life, she trusts no one but herself and her gun. Alec's arrival may change that...

NAPALM EDGE

Cheryl will throw a bomb at the enemy making this a very effective distance attack.

MP Cost = 12

DOUBLE ILLUSION

This dizzying ability shows how nimble and fierce Cheryl can be.

MP Cost = 18

CURE

Recovers hit points for party members.

MP Cost = 12

REFRESH

Allows allies to recover from abnormal statuses.

MP Cost = 8

NIGHT RAID

This distance attack will usually cause the victim to suffer from darkness.

MP Cost = 20

DARK OUT

Increases Cheryl's agility.

MP Cost = 8

ROB MIND

Allows the enemy's magic points to be transferred to party members within range.

MP Cost = 1

Marsia

Marsia lives in the school village of Rusaht, researching the art of Natural Spells at the Spell Institute. Having spent a considerable amount of time in spell studies, she is lacking in social skills. Gifted with an analytical mind and a calm manner, she can accomplish anything she sets out to do, given enough time.

HEAT SHELL

Turns most enemies into toasty little morsels.

MP Cost = 16

AIR BLAST

This ripe blast of air will cut through just about anything.

MP Cost = 16

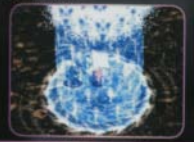
RESURRECTION

Allows defeated party members to return to the battle.

MP Cost = 48

WATER CRUMBLE

Creates an intense water funnel that will crumble most foes.



MP Cost = 16

LIGHT ARROW

This piercing arrow of light will slice through most enemies.

MP Cost = 20

GIGA PLASMA

This devastating plasma wave is extremely effective against most enemies.

MP Cost = 64

LAND AX

Causes a huge boulder to completely smash any foe's cranium.

MP Cost = 16

DARK EXTREME

Envelops the enemy in darkness just before they're attacked.

MP Cost = 20

Velhart

Velhart is a master swordsman who lives in a mountain cabin in the land of Palte with his brother. Because of his amazing skill with all manner of blades, Velhart's name is known around the world. However, any kind of inflated ego is refreshingly undetectable. He spends most of his day in training, rarely engaging in conversation with others. Only when the conversation turns to his brother does Velhart demonstrate any emotion at all.

OMEGA BUSTER

The amount of damage this ability causes varies with the enemy's hit points.

MP Cost = 25

OMEGA BREAKER

A fierce vibration will rip through any foe that is too dumb to get out of its path.

MP Cost = 24

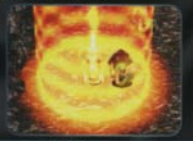
OMEGA BURST

Velhart will attack any enemy that is standing too close to him.

MP Cost = 18

MUSOU

The enemy's normal attack will be ineffective for 3, 5, or 7 turns.



MP Cost = 15

Starting the Game

Once the opening animation is completed, the Title screen appears. (To skip the opening animation and proceed to the Title screen immediately, press the START button.) The Title screen will display three available options: **New Game**, **Continue**, and **Options**.

Convert
Card 1
Accept
Card 1
Cancel
Card 2
3 Arc The Lad II Lv 65 38:15
Only saves from Arc the Lad II in the Romalia Sky Castle can be converted.

New Game

To start the game from the beginning, select ***New Game***. Press the × button. There will be two options: **Start Game** and **Convert**.

Start Game

To start the game from the beginning, select ***Start Game***. Press the × button. The animation will begin. To bypass this animation and jump straight to the game, press the START button.

Convert

Use the Convert option to import ***Arc II*** save data into ***Arc III***. Converting save data will unlock special events that are ***ONLY*** available when save data is converted.

Note: To convert a save file, the file must be called "Romalia Sky Castle"—the save from the end of ***Arc II***.

To convert the data, select ***Convert***. Press the × button. The Convert screen will be displayed. Next, move the cursor to select a file to convert. Press the × button. The save file will be converted, and the game will start.

Continue

To continue playing a previously saved game, select ***Continue***. Press the × button. The Load screen will be displayed. Only five save files can be displayed on the screen at a time. Move the cursor up or down to display additional save files.

To help differentiate between save files, each save file will list the save location, Alec's level, and game time. To load the game, move the cursor to select the desired file. Press the × button. The game will be loaded.

Please do not remove the memory card during a save or a load.

Memory Cards

An empty memory card can store up to fifteen individual save files. Dual memory card support allows the game to recognize two different memory cards (one in MEMORY CARD slot 1 and one in MEMORY CARD slot 2), use the L1 or R1 button to switch between memory cards when loading or saving a game.

Options

Vibration On Off
Sound Stereo Mono
Message speed Slow Normal Fast
Level-up speed Slow Normal Fast
Movement Normal Fast
Battle voices On Off
Confirm finish On Off
Window style 1 2 3 4 5 6 none
Window color 1 2 3 4 5 6 7 8 9
Transparency On Off
Load Party Manual Auto
Display speed of messages.

The Options screen lists the following game settings: **Vibration**, **Sound**, **Message speed**, **Level-up speed**, **Movement**, **Battle voices**, **Confirm finish**, **Window style**, **Window color**, **Transparency**, and **Load party**.

Vibration

Turns on or off the vibration for the DUALSHOCK® analog controller.

Sound

Determines how the sound is heard. Choose either ***Stereo*** or ***Mono***.

Message speed

The speed at which text is displayed. Choose either ***Slow***, ***Normal***, or ***Fast***.

Level-up speed

The speed at which the characters' stats are displayed when gaining levels. Choose either ***Slow***, ***Normal***, or ***Fast***.

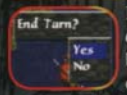
Movement

The speed at which the characters move on the screen. Choose either ***Normal***, or ***Fast***.

Battle voices

Select whether or not character voices are played during battles. There are two options: ***On*** or ***Off***.

Confirm finish



If this option is set to ***On***, a confirmation box will appear when ending the character's turn. If it is set to ***Off***, then no confirmation box will be displayed.

Window style

Change the background image of menu boxes. There are six different backgrounds to choose from.

Window color

Change the color for text and menu boxes. In order for the color in menu boxes to change, the Window style must be set to ***none***. There are nine different colors to choose from.

Transparency

Change the opacity of the text and menu boxes. If this option is set to ***On***, then the boxes will be translucent. If it is set to ***Off***, then the boxes will be opaque.

Load party

Select how the battle party is loaded. If this option is set to ***Manual***, a battle party must be selected at the beginning of every battle. If it is set to ***Auto***, the last battle party used will be automatically loaded.

Map Screen

Arc the Lad III is divided into three main areas: Events, Maps, and Battles. When leaving towns or other areas, the Map screen will be displayed. Use this screen to select new areas to explore, or to return to previous areas.

On the Map screen, press the ■ button to access the Game menu, or use the SELECT button to access the Option screen.

Once the Map screen is displayed, the current location of the character will be displayed. Move the character to another area by means of the directional buttons. To enter this area, press the × button. To confirm this decision, select ***Yes***. The character will then enter that area. To cancel and stay on the Map screen, select ***No***.

If the name of the location is not displayed, then the party will not be allowed to enter that area.

Later in the game, when Alec gets control of a hovercraft, he will then be allowed to choose which continent to explore. The World Map will display the continents that Alec is allowed to visit. Move the cursor to select which continent to explore. Press the × button. The hovercraft will then travel to that location. After arriving, the Map screen will once again be displayed. From the Map screen, choose which location to explore.

Game Menu

To access the Game menu, press the □ button. The actual game time will be displayed above the Game menu (the time will be paused when the menu is active).

Note: If the game is left on this screen, the game will go into "screen saver" mode and darken the screen slightly. Pressing any key exits this mode.

The Game menu will display the following options: **Items**, **Equip**, **Status**, **Recover**, **Monsters**, **Jobs**, and **Options** (see page 122).

Note: The Monsters option will only be available after Theo has joined the party. Also, the Jobs option will only be available after Alec visits the Hunters' Guild to sign up to be a Hunter.

Items

Item management. All of the characters share a common inventory in which their items will be stored. The Items menu has two options: **Use** (allows the character to use items, particularly ones that heal) and **Send** (allows items to be sent to an Inn for safekeeping).

These two options will be discussed on the following pages.

Item Window

The Item window (displayed after selecting ***Use*** or ***Send***) displays the following information:

1 Item Window

The Items are divided into six categories: **Items**, **Weapons**, **Armor**, **Accessories**, **Synthesis items** (items created at Weapon or Item Societies), and **Scenario items** (special items collected during the quest).

Use the left and right directional buttons to select which category to display.

2 Item Name

Displays the name of the item.

3 Item Description

Displays a brief description of the item.

4 Attribute

Indicates whether an item has any special attributes. Items may have the following attributes: Earth, Fire, Light, Dark, Wind, or Water. Note: Some items will not have attributes.

Items—Use

To use an item, move the cursor to select an item, then press the × button. The Character window will then be displayed. Move the cursor to select which character will use the item. Press the × button. The character will use the item.

Note: Some items can only be used in battle, and others cannot be used at all.

Send Item Window

The Send Item window displays the following information:

1 Item Window

Displays the items in the characters' inventory. Use the left and right directional buttons to select which category to display.

2 Item Name

Displays the name of the item.

3 Item Description

Displays a brief description of the item.

4 At Inn

Displays how many of the selected item is stored at the Inn.

5 Attribute

Indicates whether an item has any special attributes. Items may have the following attributes: Earth, Fire, Light, Dark, Wind, or Water. Note: Some items will not have attributes.

Items—Send

To send an item to an Inn, move the cursor to select an item. Press the × button. The Send window will then be displayed. Next, use the up or down directional buttons to select the quantity. Press the × button. To confirm the decision to send the item(s) to an Inn, select ***Send***. Press the × button. The item(s) will be sent to an Inn for safekeeping. To cancel, select ***Cancel***. The item(s) will not be sent.

Note: Some items cannot be sent to an Inn.

Equip Screen

Equip or remove weapons, armor, or accessories. Each character can equip up to four different items: one weapon, one armor, and two accessories. The Equip screen will display the following information:

1 Character Window

Displays an image of the character along with the Item that is currently equipped.

2 Character's Equipment

Lists the items that are already equipped to the character.

3 Equip Window

Lists the items that the character is allowed to equip (if any).

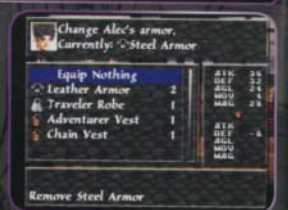
4 Item Window

Describes the item. This window will display an item's name, and attribute (if any).

5 Character Stats

Displays the character's current stats (listed at the top) and what the effect will be when the item is equipped to the character (listed at the bottom).

Equip (continued)



Equip

After selecting ***Equip*** from the Game menu, the Character screen will be displayed. Next, move the cursor to select a character. Press the ✕ button. The Equip screen will be displayed.

Move the cursor up or down to select what piece of equipment that character will equip or change. Press the ✕ button.

Next, move the cursor in the Item window to select an item to equip. When highlighting different items, pay attention to the character's stats. The effect that the item will have will be displayed.

After choosing an item, press the ✕ button. The item will be equipped to the character.

Remove

To remove an item that the character is wearing, simply select ***Equip Nothing***. The item will be removed from the character and placed back into the characters' inventory.

Note: The characters will only be allowed to remove their armor and accessories. They will always have a weapon equipped to them.

Status

Displays the character's current condition. After selecting ***Status*** from the Game menu, the Character screen will be displayed.

Once the Character screen is displayed, select which character will view their stats. Press the ✕ button. The Character Status screen will be displayed. This will be described on the following pages.

1 Character Status Window

Displays the character's current status. See page 130 for a detailed description.

2 Wealth

The amount of Goz (money) collected.

3 Merits

The amount of experience the party has received from doing jobs for the Hunters' Guild.

4 Rank

The rank the party has received from the Hunters' Guild.

5 Abilities

Displays the abilities that the character has learned.

Character Status Window

Displays the following information for the character:

1 Character Data

Displays an image of the character, the character's name, and their current level.

2 Attribute

Shows which attribute the character possesses (if any): Dark, Earth, Fire, Light, Water, or Wind. In combat, alternates between attribute and abnormal status (if any).

3 HP

Hit points. Current/maximum number of hit points. When their HP reaches zero, they will be removed from the battlefield.

4 MP

Magic points. Current/maximum number of magic points. When their MP reaches zero, they will be unable to use any of their abilities.

5 EXP

Experience points. Displays the character's current EXP, and the number of experience points needed to raise to the next level (NXT). This is displayed graphically in the experience bar. When the bar becomes full (the blue line reaches the end of the bar), the character gains a level.

6 Equipment

Displays the items that are currently equipped to the character.

7 ATK

Attack. The character's attack power. As their attack power increases, so will the strength of their attacks.

8 DEF

Defense. The character's defensive power. As the character's defense power increases, they will receive less damage from enemy attacks.

9 AGL

Agility. The higher the value, the sooner the character will be allowed to move during combat.

10 MOV

Movement. The distance a character can move during combat. The higher the value, the greater the distance they'll be able to move.

11 MAG

Magic. Character's magic ability. Their magic abilities will increase and become more effective as this value increases.

Recover

Restores characters' hit points. To recover a character's hit points, choose *Recover* from the Game menu. Press the × button. Next, the Character window will be displayed. Only characters that have the ability to heal can be selected. Move the cursor to select such a character. Press the × button.

The character that is casting the spell (displayed in the top window) and the party member receiving the spell (shown in the bottom window) will be displayed. The character that is casting the spell will have their magic points displayed, and the party member receiving the spell will have their hit points displayed.

Move the cursor to choose which character to heal. Press the × button. The character will then heal that party member.

Monsters

Theo has the ability to seal a monster's essence into a Monster Card by using his special ability Cardish. Once he has sealed away a monster, he can then use these very powerful cards during combat. Theo will only be allowed to have five (5) cards in his possession at any time.

Theo will not be allowed to seal monsters if he has five (5) cards in his possession, or if he has five (5) of that type of monster sealed. Note: Some monsters cannot be sealed into a card.

There are two options under the Monsters option: **Send** and **List**.

To send a card to the Monster Society, select ***Send*** from the Monsters menu. Press the × button. Next, the Monster Cards will be displayed. After selecting a card to send, press the × button. To confirm the decision to send the card, select ***Yes***. Press the × button. The card will be sent to the Monster Society. To cancel, select ***No***. Theo will keep the card.

There are 117 monsters that Theo can Cardish. To view a list of monsters that have been encountered or Cardished, select ***List*** from the menu.

If the card is shown next to Theo, then he is currently carrying that card. If the card is displayed next to the Monster Society icon, then the card can be retrieved at the local Monster Society.

Jobs

Jobs in progress
Jobs Amateur Hunter
13 New Work for a Troubled Painter
14 Corelia Pass Monster Mashing
Guild: Renn Reward: 170G/ 5★
Client: Painter Girth

This option will allow Alec to check the status of a job at any time during the quest. Once Alec is in the process of becoming a member of the Hunters' Guild, this option will become available.

To check the status of a job, select ***Jobs*** from the menu. Press the × button. A list of current jobs will be displayed. To view key information about a job, move the cursor to select a job. Press the × button.

Job description
Jobs Amateur Hunter
13 New Work for a Troubled Painter
The painter Girth seeks additional creative direction. Contact him at the bar.
Guild: Renn Reward: 170G/ 5★
Client: Painter Girth

The job's information will then be displayed. The following information will be displayed at the bottom of the screen: Guild (the Hunters' Guild that issued the job), Reward (amount of Goz/ Merits received if the job is completed successfully), and Client.

To exit this screen and return to the previous screen, press the × button.

Restart

Reset puzzles. There are some puzzles during the course of the game that have to be completed before the party will be allowed to move forward. If a mistake is made, choose ***Restart***. To confirm the decision to start the puzzle over, select ***Yes***. Press the × button. The puzzle will be reset.

To cancel and return to the puzzle, select ***Cancel***.

Battle Menu

The Battle menu will display the following options: **Abilities**, **Summon** (only available under Theo's Battle menu), **Items**, **Equip**, **Status**, and **Options**. Since Abilities and Summon are the only new options for the Battle menu, they will be the only ones discussed. The other options here behave in a similar manner to ***Arc II***.

Abilities

As a character's level increases, new magic or skill abilities will be learned for use during combat.

To view a character's abilities during combat, press the □ button. The Battle menu will be displayed. Next, select ***Abilities*** from the menu. The character's abilities will be displayed. To jump directly to the Abilities screen, simply press the ○ button.

Move the cursor up or down to select which ability to use. The ability's effective range will be shown in the blue area.

After deciding on an ability, press the ✕ button. Next, a white grid will be displayed. The center of the grid can be moved within the blue area. The ability will only affect those standing inside the white grid. After moving the grid to the desired location, press the ✕ button to cast the spell.

Summon

Theo is the only one that can use the Monster Cards during combat. The Monster Card's magic will affect every monster on the battlefield. In order to use this option, Theo must have a Monster Card in his possession.

To use a card during combat, choose ***Summon*** from the Battle menu. Press the ✕ button. Next, the cards that Theo has will be displayed. Move the cursor to select which card to use. Press the ✕ button. Theo will then use that card.

Battle Screen

Up to four characters are allowed to fight during battles; therefore, before a battle begins, a battle party must be set up. When the Character screen is displayed, move the cursor to select a character. Press the ✕ button. The character will be placed in the top window. Continue selecting characters until the battle party is set up. Once the party has been chosen, select ***Start***. Press the ✕ button. The battle will begin. To remove a character from the battle party, press the △ button.

All of the characters and enemies for the battle will be displayed on the Battle screen. To scroll around the screen, tap down both the L1 and the R1 buttons to activate the free cursor. Now, use the directional buttons to move around the screen. To select different characters/enemies based on their levels, press the L1 (to move from the weakest to the strongest) or R1 button (to move from the strongest to the weakest). To return to the character, press the △ button.

When the entire battle party is killed, the battle will start over from the beginning.

On the brighter side, characters will keep the experience points they received before they were killed. This allows the characters to continue to increase their levels no matter how many times a battle has to be replayed.

The character can exit certain battlefields by ending their turn on the lighted red square.

Every time a character fights during combat, they will gain experience. Experience earned will let the character gain levels. As they gain levels, their stats will improve. The changes to the character's stats will be displayed above the character. Here is a brief description of the abbreviations.

HP
Hit points. Displays the increase to the character's hit points.

MP
Magic points. Displays the increase to the character's magic points.

ATK
Attack. Displays the increase in the character's attack power.

DEF
Defense. Displays the increase in the character's defensive power.

MAG
Magic ability. Increase in the character's skill in using their abilities.

AGI
Agility. Displays the increase in the character's agility.

MOV
Movement (Range). Displays the increase in the character's range.

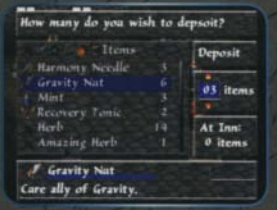
MAGIC UP
The character's magical ability has gained a new level.

NEW MAGIC
The character has gained a new magical ability.

By talking to the Innkeeper, the following options will be displayed: **Spend the night**, **Check belongings**, **Get belongings**, and **Exit**.

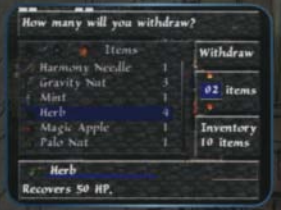
When the party spends the night, they will be able to recover their HP and MP.

Also, make sure to save the game by using the journals found on the counter, and in various locations in the game.



Check belongings

Items can be left at an Inn for safekeeping. To leave an item, choose ***Check belongings*** from the menu. Press the × button. The characters' inventory will be displayed. Next, select an item to deposit. Press the × button. If there is more than one item, decide how many to leave at the Inn. Press the × button. To confirm the decision, select ***Deposit***. Press the × button. The item(s) will be stored at the Inn. To cancel, select ***Cancel***.



Get belongings

Items stored at one Inn can be retrieved at any Inn in the game. To retrieve an item, choose ***Get belongings*** from the Inn menu. Press the × button. After the list of stored items is displayed, select an item to retrieve. Press the × button. If there is more than one item, decide how many to retrieve. Press the × button. To confirm this decision, select ***Withdraw***. Press the × button. To cancel, select ***Cancel***.

Journal Books

Games can be saved by writing in journal books located in Inns and other various locations. The Journal menu has the following options: **Save**, **Load**, and **Exit**.

Note: To access other save files on the Save or Load screen, move the cursor up or down to display additional save files, or use the L1 and R1 buttons to switch between memory cards.

Save

To save the game, select ***Save*** from the menu. Press the × button. The Save screen will be displayed. Next, use the cursor to select a data slot in which to save the game. Press the × button. To confirm the decision to save the game, select ***Yes***. The game will be saved. To cancel, select ***No***.

Note: Don't always save over the same save slot. Make it a habit to rotate the slots you use to save in.

Load

To load a previously saved game, select ***Load*** from the menu. Press the × button.

To confirm that any unsaved change will be lost, select Yes. The Load screen will be displayed. To cancel, select No.

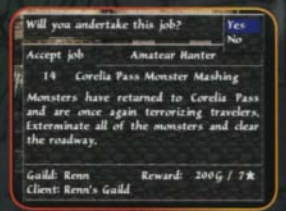
From the Load screen, use the cursor to select which save file to load. Press the × button. The game will be loaded.

Hunters' Guild

The Hunters' Guild is the perfect place to go to get jobs, view wanted posters, and chat with fellow Hunters. In each Guild there will be a clerk that is located behind the counter. Talk with him, and you will receive the following five options: **Accept job**, **Present jobs**, **Former jobs**, **Get bounty**, and **Exit**.

Note: Options that are written in grey cannot be selected.

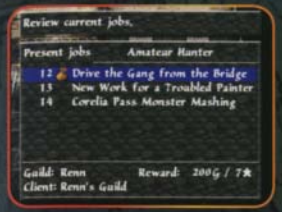
Select the job you wish to undertake.
Accept job
Amateur Hunter
13 New Work for a Troubled Painter
14 Corelia Pass Monster Mashing
15 Recover the UFO
Guild: Renn
Reward: 200G / 7★
Client: Renn's Guild


Will you undertake this job?
Yes
No
Accept job
Amateur Hunter
14 Corelia Pass Monster Mashing
Monsters have returned to Corelia Pass and are once again terrorizing travelers. Exterminate all of the monsters and clear the roadway.
Guild: Renn
Reward: 200G / 7★
Client: Renn's Guild

Accept job

To take on a job, select ***Accept job*** from the Guild menu. Press the × button. In the middle of the screen, a job list will be displayed. The box at the bottom of the screen will display the following information: Guild (the Hunters' Guild that issued the job), Reward (amount of Goz/Merits received if the job is completed successfully), and Client.

After choosing a job, press the × button. A brief description of the job will then be displayed. To accept the job, select ***Yes***. Press the × button. The party will accept the job. To cancel, select ***No***.



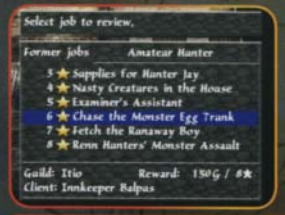
Do you want to keep this job?
Yes
No
Present jobs
Amateur Hunter
13 New Work for a Troubled Painter
The painter Girth seeks additional creative direction. Contact him at the bar.
Guild: Renn
Reward: 170G / 5★
Client: Painter Girth

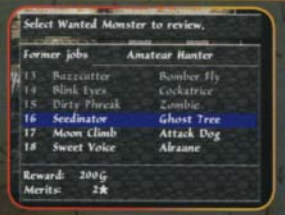
Present jobs

Displays information about a current job. After selecting ***Present jobs*** from the menu, the job list will be displayed. To view information about the job, press the × button. The job's information will then be displayed. To keep the job, select ***Yes***. Press the × button. The job will remain on the Present jobs screen. To cancel the job, select ***No***. A confirmation screen will be displayed.

To confirm the decision to cancel the job, select ***Yes***. Press the × button. The job will be removed and listed as failed on the Former jobs screen. To cancel and keep the job, select ***No***. Press the × button. The job will remain active until it is finished either by the party or another Hunter.

Note: There are certain jobs that cannot be canceled.





Former jobs

The Former jobs screen is divided into three categories: **Guild jobs**, **Outlaw jobs**, and **Hunter stats**.

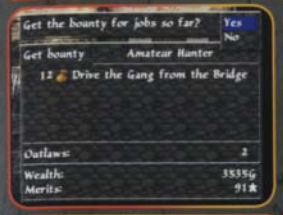
After selecting ***Guild jobs***, a list of jobs will be displayed. To read about a job's outcome, move the cursor to select the job. Press the × button. The initial job description will be displayed. Press the × button again to read about the outcome. To cancel and return to the menu, press the ▲ button.

After selecting ***Outlaw jobs***, a list of outlaws will be displayed. If an outlaw's name is in white type, they have already been defeated. Press the × button to read information about the outlaw.

If an outlaw's name is in grey type, then they are still at large. They can usually be found in free battle areas. For help in finding these monsters, try reading the wanted posters.

To cancel and return to the menu, press the ▲ button.

After selecting ***Hunter stats***, the following information will be displayed: Hunter's current title, Jobs accepted, Jobs succeeded, Jobs failed, Jobs aborted, Job success rate, Monsters bagged, Highest reward, and Merits earned. The number of stars at the bottom of the screen graphically represents the Job experience.



Get bounty

To receive payment for a completed job or capturing an outlaw, select ***Get bounty***. Press the × button. The middle box will display the number of jobs completed and/or the number of monsters bagged. In the bottom box, the party's current Wealth and Merits will be displayed. To collect the reward, select ***Yes***. Press the × button. The reward will be given to the party. To cancel and return to the menu, select ***No***.

013 Bazzcatter (Bomber Fly)
200G
The Bazzcatter on Astorny Bridge has been stealing people's luggage. Dispatch it as soon as possible.
Forestamore, Astorny Bridge

Wanted Posters

Also, located in the Guilds are wanted posters. To check out wanted monsters, walk up to the poster wall and press the × button. The wanted posters will be displayed. Move the cursor to select a monster. Press the × button. The poster will display the following information: **Name** (Outlaw's name), **Location** (its last known location), **Reward** (amount of money offered for its capture), and **Description** (information regarding the outlaw). Press the ▲ button to exit.

Note: An outlaw will only appear after his poster has been read at the local Guild. Therefore, read all the posters in each new Guild as a matter of habit.

Shops

When traveling to the many different villages, be sure to stop by and check out the local shops. These places feature items, weapons, and armor. Make it a habit to upgrade the characters' weapons and armor. The stronger the characters are, the easier it will be to survive the many battles they will have to fight. Also, don't forget the important healing items; they are priceless. There are three available options: **Buy**, **Sell**, and **Exit**.

Shop Screen

1 Wealth

Displays the amount of money that the party has collected.

2 Item Window

Displays all of the weapons, armor, and items that are for sale. The cost for the item will be listed on the right.

3 Character Window

Displays which weapons or armor a character can equip. If the character is displayed, then they will be able to equip the item. Note: The Character Window is only shown when purchasing weapons or armor. When weapons are purchased, their effective range will be displayed. Hint: If an item will increase a character's stats, they will do the happy dance.

4 Item Name

Displays the name of the item.

Shop Screen (continued)

5 Item Description

A brief description of the selected item will be displayed.

6 Item Attribute

Displays which attribute the item possesses (if any): Dark, Earth, Fire, Light, Water, or Wind.

Shop Screen

Purchase goods. After selecting ***Buy*** from the menu, the Shop screen will be displayed. Move the cursor up or down to view what is available for purchase. Also, using the left or right directional buttons will switch between the different types of items for sale.

After selecting an item to purchase, press the × button. Next, choose how many of the slected item to purchase. After confirming the quantity, press the × button. To confirm this purchase, select ***Yes***. Press the × button. The item will be purchased. To cancel, select ***No***. Press the × button. The item will not be purchased.

Buy

When purchasing a weapon or a piece of armor, the **Equip** option will also be displayed. To go ahead and equip the item, select ***Equip***. Press the × button. The Character window will be displayed. At the bottom of the screen, the changes to the characters' stats will be displayed. Next, choose which character will equip the item. Press the × button. The item will be equipped to the character. Press the △ button to cancel the purchase.

Sell

Sell goods. To sell weapons, armor, or items, select ***Sell*** from the menu. Press the × button. The characters' inventory will be displayed.

Next to the Item's name will be the sale price along with the number of that item that the characters already have in their inventory.

Move the cursor to select an item to sell. Press the × button. To sell more than one of the selected item, press the directional buttons up or down to change the number. Press the × button. To confirm the sale, select ***Sell***. Press the × button. The item will be sold. To cancel, select ***Cancel***. Press the × button. The item will not be sold.

Remember, goods will be sold back at half their original purchase price. Note: Some items cannot be sold.

Societies

Item Society

Societies are special types of Guilds dedicated to enriching humanity's knowledge of specific classes of beings and things: Items, Weapons, and Monsters. Most towns contain at least one Society, and one special village, called Society Village, contains them all.

The Item Society is known for its study of Items and their properties. Their primary focus is on creating new items through synthesis. The various aspects of this shop are described on this page.

For a small fee, the person behind the counter is willing to impart information about the synthesis of items. Make sure to take advantage of his information. It will help to avoid wasting items.

After successfully synthesizing an item, or after being told how to synthesize an item, it will appear in the reference book on the counter. When in doubt, consult this book for details on combining items and weapons.

The synthesis area contains the following options: **Synthesize**, **Experiment**, and **Exit**.

Synthesize

Produce items that have been successfully created before.

Experiment

Use the items that are in the characters' inventory to try to create new items.

Weapon Society

The Weapon Society is known for its study of weapons and their properties. Their primary focus is on creating new weapons through synthesis. The various aspects of this shop are described on this page.

The person behind the counter is willing to impart information about the synthesis of weapons for a relatively small fee. Make sure to take advantage of his information. It will help to avoid wasting valuable weapons.

After successfully synthesizing a weapon, or after being told how to synthesize it, the weapon will appear in the reference book located on the counter. When in doubt, consult this book for details about how to combine items and weapons.

The synthesis area contains the following options: **Synthesize**, **Experiment**, and **Exit**.

Synthesize

Produce weapons that have been successfully created before.

Experiment

Use the weapons and items that are in the characters' inventory in the hopes of creating a new weapon. When the creation is successful, the item can then be named.

No.025 Gold Dragon
Dark
Hard
Has scales said to be made of pure gold. An extremely rare dragon to find and capture.
Dark att, breath attacks enemy.
Ragnark's Midoro Swamp

Monster Society

The Monster Society is known for its study of monsters. The main purpose of the Monster Society is to allow Monster Cards to be stored and retrieved.

Take the time to talk to the individuals in the Monster Society. Many of them will be willing to trade Monster Cards.

The person behind the counter will offer the following information: **Monster Names**, **Monster Locations**, and **Cardishing Monsters**. Of course, the information does come at a price.

After encountering a monster on the battlefield, their image and description will be placed in the Monster Book. After selecting a monster's name, press the ✕ button to view all of the known facts about this monster.

Monster Cards can also be stored and retrieved at any of the Monster Societies.

To store or retrieve a Monster Card, talk to the person behind the counter, and simply use the left or right directional buttons to move the card from Theo to the Society or vice-versa.

Remember, Theo is only allowed to carry five (5) cards at any given time.

Character Status

During a battle the character can be in the following states: Good, Gravity, Paralysis, Poison, Sleep, Silent, Confusion, and Hemo-ji.

Good

Character status is normal.

Sleep

The character will be unable to do anything until they are healed or attacked.

Gravity

The character will be unable to move and their agility will be reduced.

Silent

The character has been silenced and will be unable to chant any magic spells.

Paralysis

The character will be unable to do anything until they are healed.

Confusion

The character will go insane and may attack anyone or anything within range.

Poison

The character will be weakened, and will slowly lose HP at the beginning of their turn.

Hemo-ji

When a character becomes a Hemo-ji, they will lose their strength and the use of their abilities.

Translation Notes

Okay, let's get the cliché out of the way...this has been, without a doubt, the largest, most difficult project we've ever undertaken. The sheer size of doing four complete games as one release didn't seem especially overwhelming until we were well into ***Arc II***. That's when it really hit us. At the back end, we've realized that these four games had approximately the same amount of text as THREE ***LUNAR*** games, which was our previous record-holder for most text in a game. The total size of the text files were about 23 megabytes (that's 184 megabit for you 16-bit era fans!). Especially in ***Arc III***, there are many places where branches take place four or five times within a single scenario, meaning that if you take a specific path, you've missed 75% or more of the text.

The changes we've made to all three games are far, far too extensive to list, but are comprised mostly of interface changes to make all three games, which were developed over a spread of four years, play like they were made one right after another. Things like DUALSHOCK® analog controller support, maximum memory card save slots (7 or 15, depending on the game), alternating two-controller support (a fan request!), a host of additions to the options screen, streamlined inventory management, game time clock, screen saver (darkens the screen if left alone at the menu), new title screens, and on and on and on. The animations for ***Arc I*** and ***II*** were recut and edited to be slightly more interesting to watch, and at the same time, we upgraded them to 24-bit playback.

We also worked hard to make sure the Omake box lived up to player expectations, designing exclusive character-based analog button covers, as well as including a memory card holder, and the fan-favorite character standees.

All of this has resulted in the largest console anthology being delivered hot and fresh to your PlayStation® for your gaming enjoyment. We hope you enjoy it as much as we did. Let us know what you think when you've finished it, by snail mail or E-mail. We're always working to bring out the best role-playing experiences possible, and never forget that we're nothing without you!

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